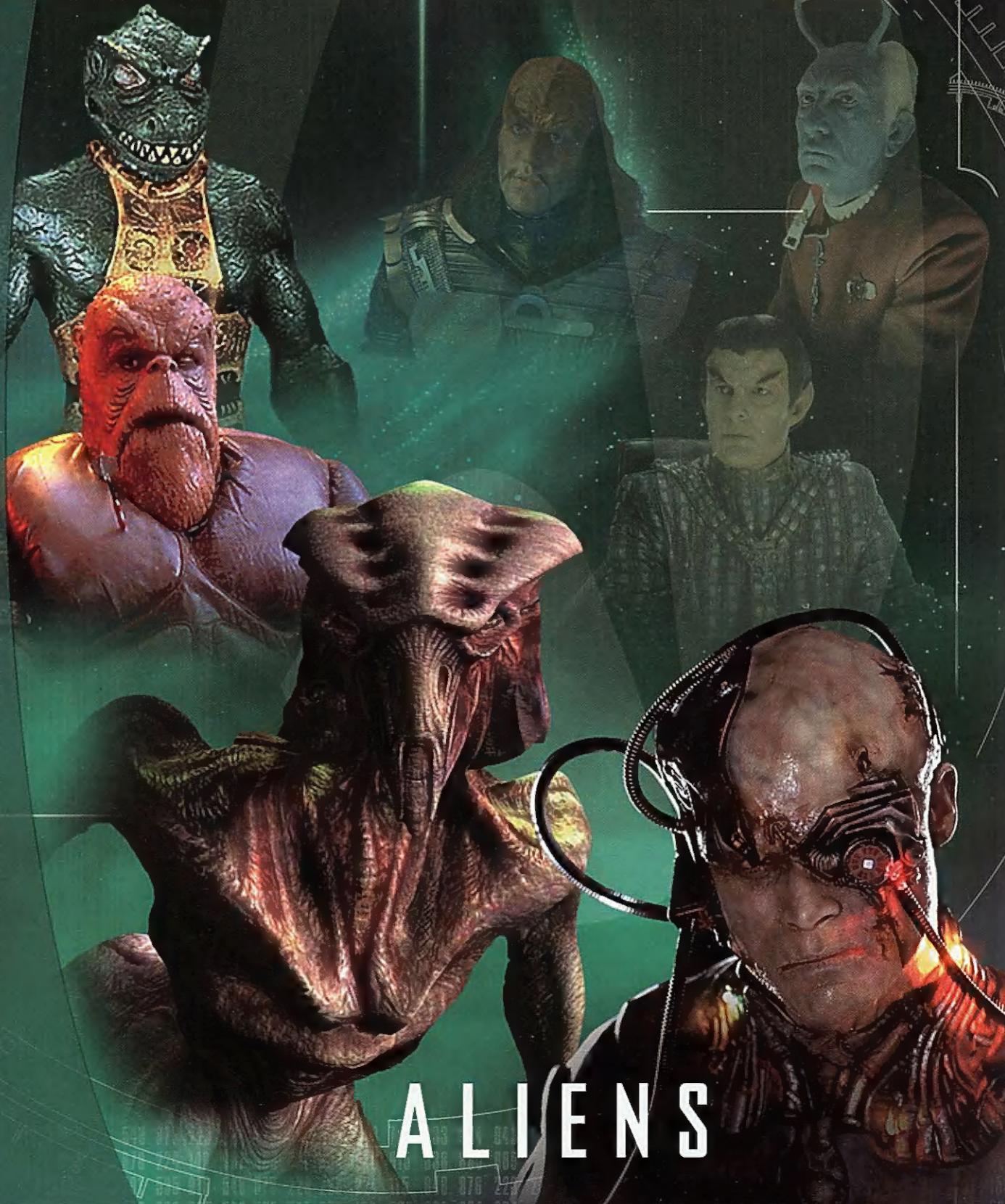


STAR TREK™

ROLEPLAYING GAME



ALIENS



STAR TREKTM
ROLEPLAYING GAME
ALIENS

STAR TREK

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Our apologies to Don Mappin and Dave Biggins, authors *par excellence*, whose names were omitted from the credits of *Starships*. Together they were, in fact, the sole authors of that book. We're sorry, guys.

DISCLAIMER:

While Decipher Inc. has researched extensively to make this the most authentic *Star Trek* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek*, we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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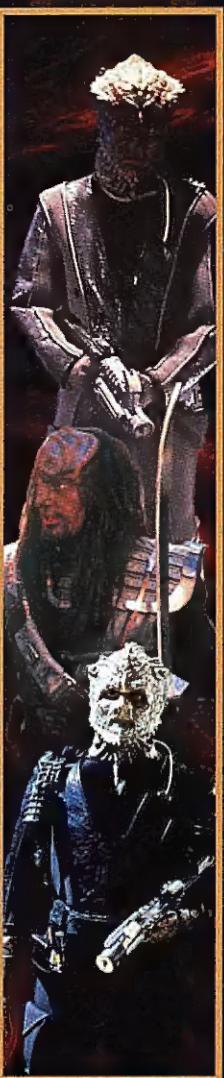
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Aliens





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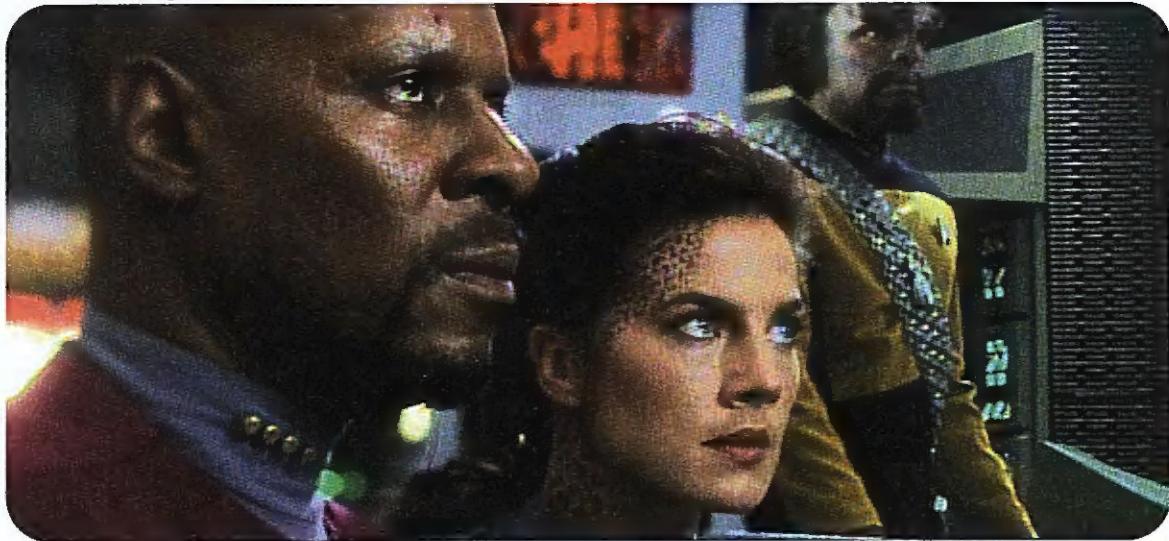
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INTRODUCTION

Star Trek's credo includes the mission to "seek out new life forms," and certainly the universe of *Star Trek* has no shortage of alien races. From the near-human neighbors like Vulcans to truly incomprehensible entities like the Q, the Galaxy teems with life—some friendly, some mysterious and some deadly. Aliens provide everything from the action-oriented challenges that add dramatic tension to a story, to the cultures and creatures that challenge assumptions about what constitutes civilization, morality, and life itself.

If you want to place an enigmatic alien in your game, or you need a creature from one of the shows, this is the place to look. Not only will you find game rules for a wide variety of alien species, you'll also read advice on how to incorporate them into your games. You can use these aliens as new character races, ready to adventure with (or against!) Starfleet. You can also use them as enemies or interlopers, ready to challenge the Crew. Best of all, the aliens here provide a sense of the *Star Trek* universe by placing familiar faces in your story.

NARRATING ALIENS

In the *Star Trek* shows and movies, aliens run the gamut of roles. Sometimes, aliens just serve as decoration—backdrops to add an air of the exotic in strange locations. Other times, aliens motivate the central conflict of an episode. As a Narrator, you should place your aliens with an eye toward how *Star Trek* uses them. Aliens rarely just substitute for humans. Instead, they're present to show something. Consider the following examples:

▷ In *Enterprise*, Dr. Phlox, a Denobulan, offers a contrast to Human culture and society. He shows that the usual Human way of thinking about things in technological terms isn't always the most effective or advanced way. He also shows the counterpoint

of being sociable and amicable, while still shunning physical contact—something that most Humans would consider aloof.

▷ In *Star Trek* (the original series), Spock serves as a means to explore the split between the rational and emotional natures of humanity. He demonstrates the strength of rational thought. Since he struggles with and suppresses his own emotions and intuition, he gives other characters a chance to show the importance of such things, when emotion and intuition are necessary to solve a problem. His attempts to come to terms with his own emotions provide a hook for stories where he can't control them (like "Amok Time" and "This Side of Paradise").

▷ In *Star Trek: The Next Generation*, Worf consistently offers an aggressive, violent voice in a crew of otherwise peaceable and enlightened beings. In some episodes, this strength gives him the ability to stand up to challenges that would fell a less aggressive person. In other cases, like the episode "Gambit, Part II," Worf learns from his Human friends how to control his violent impulses. In "Birthright, Part II," he shows other Klingons how to embrace their warrior heritage in defiance of a peaceful lifestyle, thereby showing us that a culture cannot be easily judged as good or bad simply based upon its attitude toward violence.

ALIENS AND YOUR STORY

Aliens in *Star Trek* stand out! Even ones that look Human create profound story differences. Everyone behaves differently around a Betazoid, who can sense emotions. A story involving a commander and his "gut instinct" gains a dramatic counterpoint when one of the commander's assistants is an emotionless Vulcan. While it's occasionally useful to place an alien in the

background just to add a touch of the strange to an episode, you will find alien characters most effective when they supplement or counter some element of a story. A story about love and hard choices, for instance, may benefit from a Deltan, whose culture focuses strongly on such passions. A story about seedy barter and illicit dealings would present a dramatic complication with a Zaldan, whose code of personal honesty would make such deals tricky indeed.

When you're outlining your episode as described in chapter four of the *Star Trek RPG Narrator's Guide*, take a look at your theme for the episode. Then, browse through the aliens and see if any one stands out in contrast or harmony with that theme. Consider placing an alien of that type as one of the main characters for the episode. The alien species offers you a quick stereotype. When the players run into a Ferengi offering them a shady deal at the outset of the episode, they assume that trouble and illicit business aren't far behind. Conversely, if a Ferengi appeals to their better nature and tries to show his sincere intentions, they wonder what's going on that's causing such strange behavior. Either way, the alien provides a very strong and immediate image for the episode. The players garner a far stronger grasp of what's happening thematically than they would if a generic character or briefing just dumped information into their laps.

ALIENS OVERVIEW

All of the alien entries in this book follow a standard format, similar to the ones used in the *Player's Guide* and the *Narrator's Guide*. In some cases, the aliens have a simple two pages of material. For minor species or enemy aliens, this should be enough—the Pakleds don't have a culture that makes them major players in Alpha Quadrant affairs, and the hostile, non-technological nature of the Nausicaans makes them most common as enemies. In either case, you don't need a whole lot of detail about elements that players probably won't ever see or care about, and you can fill in as needed. For complex and recurring aliens, like the Jem'hadar and the Q, you'll find longer entries designed to give a better idea of the species' capabilities and motivations. With these entries you can even make Crew characters as members of these alien races.

THE ALIEN TEMPLATE

Each alien entry follows the same template used in the *Star Trek RPG Player's Guide* and *Narrator's Guide*, although some entries may be a bit longer. In addition to the usual game information and background, some entries include a sample alien of the type, ready to drop into your game. You'll also find information about alien encounters (where the Crew

might run into these aliens and what they'll be doing) as well as one or two notable appearances by episode.

The alien template not only provides all of the information necessary to use the alien in a game, but gives you an idea of how to structure your own aliens. When you use the alien species creation system in chapter eleven of the *Star Trek RPG Narrator's Guide*, you can keep the alien templates handy so that you don't forget to fill out any entries.

You may notice that the templates used in this book are a little bit different from the ones in the *Star Trek RPG Player's Guide* and *Narrator's Guide*. The detailed entries include a short section of history, for instance, and the physical appearance section now covers physiology as well. Since not all aliens have a simple humanoid shape or a well-known history with the Federation, these additions make sure that you have all the information you need.

Changes to Existing Aliens

A few alien races presented herein have some changes from their appearances in prior publications. For example, the Andorians (on page 10) gain a +2 bonus to most close-range sensory tests, while in the *Star Trek RPG Narrator's Guide* they simply gain the Keen Hearing edge. When sources conflict, you (the Narrator) can choose which version you prefer. The material in this book offers a more detailed examination of the species, but if you prefer to keep your game simple, you might wish to use the less detail-oriented versions in the *Star Trek RPG Player's Guide* and *Narrator's Guide*.

Optional Alien Traits

Some alien templates include sidebars with optional traits. You can treat these just like edges or flaws—to take an optional trait, a character must also take a balancing flaw. Generally, these traits let you make characters who evidence not only the primary characteristics of the species, but also some of the associated common or noteworthy traits. For instance, you might want to make a Vulcan who is a *kolinahr* adept. Since the practice of *kolinahr* is the province of the Vulcan species, it only makes sense for *kolinahr* to show up as an edge for Vulcan characters. The optional *kolinahr* edge in the Vulcan template lets you make such characters; in order to take that species edge, though, you'd have to take an additional flaw, such as *Pacifism*.

At the Narrator's discretion, it may be possible for an alien to remove a given species flaw. If the flaw simply duplicates an existing flaw, this would just cost 2 picks from an advancement. If it's a more difficult hindrance, it might require 3 or more picks to remove. Generally, flaws like this go away when you experience something during play that makes your character realize, recognize and overcome a cultural or psychological limitation—for instance, a Capellan Starfleet

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officer in the 24th century must work hard to overcome culturally-ingrained bloodlust. Physiological problems may be more difficult to correct, but even they can often be removed with careful application of medical technology or special circumstances, such as the way that Benzites manage to overcome their need for atmosphere supplements.

Multicultural Characters

Some players relish the challenge of playing a “fish out of water”—a character raised in an alien culture. Worf in *Star Trek: The Next Generation* was one such character, raised by Humans but later working to emphasize his Klingon roots. Other characters might take a different path, instead embracing their new “parent” culture.

To build such a character, take the following Personal Development package.

Alien Upbringing

Whether separated from your parents or sent to live with distant friends, you grew up among people not of your own species. You learned the history and culture of that species, as well as some of their ways, in addition to your own heritage.

PICK 1 SKILL: Impersonate +2, Knowledge: Culture or History +2, Survival +2

PICK 3 SKILLS: Any one Armed Combat skill +1, Craft +1, Entertain +1, Gaming +1, any one Knowledge skill +1, Observe +1, Persuade +1, Sport +1

PICK 1 EDGE: Ally, Competitive, Cultural Flexibility, Friendly, Innovative, Psionic, Species Friend

SPECIAL: Choose 1 species ability that is not inherently physical (something cultural or learnable), such as the Human ability of Skilled or the Vulcan ability Nerve Pinch. Exchange it for 1 learnable species ability from your adoptive species. Your Narrator has the final say on what swaps are acceptable.

ALIEN ABILITY MODIFIERS

ANDORIANS*	+1 Perception, +1 Vitality, -1 Intellect
ANTICANS*	+1 Vitality, -1 Intellect
ATREONIDS*	+1 Intellect, +1 Presence, -1 Agility, -1 Strength
AXANAR	+2 Perception, -1 Agility, -1 Strength
BAJORANS*	None
BENZITES*	+1 Vitality, -1 Strength
BETAZOIDS*	+1 Presence
BETELGEUSEANS*	+1 Vitality, -1 Presence
BOLIANS*	+1 Agility, -1 Strength
BORG	+2 Strength, +2 Vitality, -2 Agility, -2 Presence
BREEN	+1 Vitality, -1 Presence
BYNHARS*	+1 Agility, +2 Intellect, -3 Strength
CAPELLANS*	None
CARDASSIANS*	+1 Perception, +1 Vitality, -1 Agility, -1 Presence
DELTANS*	+1 Perception, +1 Presence, -1 Vitality
DEVIDIANS	+1 Intellect, +1 Perception, -2 Vitality
EKOISIANS*	None
EL-ÄURIANS*	+1 Strength, -1 Agility
FLAXIANS	+1 Perception, +1 Vitality, -1 Strength
FOUNDERS	+1 Strength, +1 Vitality
GOMTUU	+1 Intellect, +1 Perception, -1 Presence, -1 Strength
GORN*	None
HIROGEN	+3 Strength, +1 Vitality, -2 Agility
HORTA	+3 Strength, +1 Agility, +1 Perception, -3 Presence
HUMANS*	+2 Vitality, -2 Presence
JEM'HADAR	None
KAZON*	+2 Vitality, -2 Presence
KELVANS	+1 Strength
KLINGONS*	+6 Strength, +4 Vitality, +2 Intellect, -4 Agility, -3 Presence, -3 Perception
	+1 Strength, +1 Vitality, -1 Intellect, -1 Perception

ALIENS AND GAME BALANCE

While the alien species in the *Star Trek RPG Player's Guide* have a fairly careful balance of abilities, the same isn't true of all the species presented in this book. You'll have to pick and choose which aliens are appropriate for your game, especially for player use.

Naturally, some aliens just won't fit into "game balance." The unrestrained powers of a Q or an Excalbian may be enough to throw any game out of whack. That's fine—*Star Trek* often relies on dramatic situations where the Crew must use their wits and determination to overcome a foe with numerous advantages. As adversaries, these aliens can be whatever you want them to be: Your supporting cast and enemies are as ineffective or as potent as you need in order to challenge the Crew.

When you're looking for aliens as character types, you will probably want to keep game balance in mind, of course. It's all well and good for a Q to challenge the crew in an intellectual game of comeuppance, but

a character with such powers could quickly overcome most challenges and remove the enjoyment from the game. Of course, it's up to you, the Narrator, to decide whether a given alien fits your game or not. If you think that you have a good handle on a dramatic game where every player can shine and the challenges will still stand up to a Q character, then there's nothing to prevent someone playing a member of the Continuum.

For your convenience, the alien species that are easiest to use as player characters are marked in the list of alien traits (Table below).

ALIEN ABILITIES

This list provides you with a quick reference guide to the species modifiers for all of the alien races. This way, if you need to determine the abilities for a quick alien cast member, you can simply reference the table to see the strengths and weaknesses of the species.

ALIEN ABILITY MODIFIERS

KTARIANS*	+1 Perception, -1 Intellect
LIGONIANS*	+1 Strength, -1 Intellect
LURIANS*	+1 Vitality, -1 Agility
MALON*	+2 Intellect, -2 Perception
MEDUSANS	+4 Intellect, +2 Perception, -2 Strength, -2 Presence
NAUSICAAANS*	+1 Strength, +1 Vitality, -2 Intellect
NAPEANS*	+2 Intellect, -2 Presence
OCAMPA*	+1 Intellect, +1 Perception, -2 Vitality
ORIONS*	+1 Presence
PAKLED	+2 Perception, -1 Intellect, -1 Presence
Q CONTINUUM	Infinite
ROMULANS*	+1 Strength, -1 Presence
SELAY*	+1 Strength, -1 Agility
SPECIES 8472	+1 Agility, +6 Strength, +3 Vitality, -3 Presence
SULIBAN	+1 Agility, -1 Presence
TALAXIANS*	+1 Agility
TALOSIANS	+2 Intellect, -4 Strength, -4 Vitality
TELLARITES*	+1 Vitality, -1 Presence
THOLIANS	+1 Intellect, +2 Perception, -2 Presence
TRILL*	+1 Intellect
VIANS	+2 Intellect, -1 Presence, -1 Vitality
VIDIANS	+1 Intellect, -1 Presence, -1 Vitality
VORGONS	+2 Perception, -1 Presence, -1 Vitality
VORTA	+1 Presence, +1 Perception, -1 Strength, -1 Agility
VULCANS*	+1 Intellect, +2 Strength, -3 Presence
YRIDIANS*	+2 Perception, -1 Presence
ZAKDORN*	+2 Intellect, +1 Perception, -3 Presence
ZARANITES*	None

* Indicates a species easily playable as a character with minimal or no adjustments.

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ANDORIANS



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PHYSIOLOGY AND APPEARANCE

Andorians stand 1.7 to 2.2 meters tall, roughly the same height and build of the average Human. Their skin tones range from pale to dark blue, and they have pure white hair. Hailing from a frigid world with a thin, ozone-rich atmosphere, they have evolved a redundant circulatory system that allows them to survive comfortably in this environment. Andorians efficiently metabolize nutrients and regulate body heat.

The most distinctive aspect of an Andorian is the pair of antennae atop their heads. These provide an additional sense that other species lack. Andorians obtain a great deal of sensory information through their continually waving antennae—such as temperature, changes in pressure, subtle variations in air flow, and sub-sonic sounds.

HOMeworld

Andor (also known as Andoria) lies close to Earth, Betazed, Tellar, and Vulcan, placing it squarely in the core of Federation space. The Andorian homeworld is the fifth planet in a system consisting of seven planets orbiting a single blue-white giant star (Type B2 III) known as Kuy'va. The planet has one satellite, a small moon called Olith.

An M-class planet, Andor has an Earth-standard gravity, oxygen-nitrogen atmosphere (though with a high ozone content), and slightly lower than Earth-normal atmospheric pressure. The climate is similar to that of Earth's taiga, a region located between the Arctic Circle and the deciduous/temperate forests of central North America. Visitors to Andor find it a frigid world, with long winters interrupted by brief, but warm, summers. (When outside, non-Andorian visitors suffer the penalty for extreme cold listed on Table 6.3 of the *Star Trek RPG Player's Guide*). While visitors can comfortably breathe the Andorian atmosphere for short periods of time, prolonged exposure to the planet's thin air results in easy fatigue. (Halve the base time and interval for Stamina tests as described on page 246 of the *Star Trek RPG Player's Guide*).

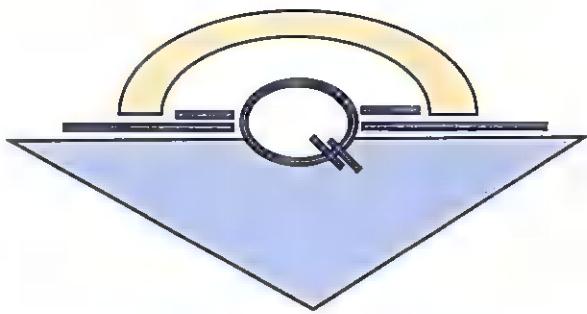
HISTORY AND CULTURE

Much of Andorian history reflects their personality. After a lengthy period of internal strife, during which their penchant for passion almost destroyed them, they conflicted with almost every alien government they encountered: The Vulcans oppressed them; Humans were the lackeys of the Vulcans; the Tellarites violated their space. In traditional Andorian fashion, they sought to redress these perceived wrongs in the most direct way open to them. Only through mutual respect would the Andorians come to help found the United Federation of Planets.

PERSONALITY

Andorians present a curious juxtaposition between being by turns both taciturn and passionate. In a society where the least slight could result in vendetta, Andorians are notably reserved in their manner and speech. They admire the ability to hold one's tongue, and despise gossips and long-windedness. Because of the disorder caused by disobedience, they can be sticklers for procedure and form. They believe strongly in a clear chain of command and adherence to rules. The breaking or bending of regulations leads eventually to (often bloody) conflict. Indecision can drive an Andorian crazy.

Hot-blooded romantics, the average Andorians have quick tempers and a willingness to kill or die for their ideals. When they believe they have been wronged, they drop their reserved veneer and spring into action. Andorians believe revenge should be something that is both passionate and immediate. When Andorians come to a decision, they stand by it regardless of the consequences. They do not give up easily, nor are they readily dissuaded from their objectives. It can be difficult to get an Andorian to change his mind. Outsiders typically see them as either pig-headed or belligerent, although Andorians themselves believe that they see the universe the "right" way.



Age of Lament

Terrible violence in Andor's past nearly led to the destruction of the Andorian people. Their clan structure (see page 13) was a source of extreme, nationalistic pride and the root cause for warfare. Competing clans fought at the slightest provocation during a time now known as the Age of Lament. Rivalries spun out of control in a never-ending cycle of vendetta that culminated in a series of private wars. Nearly one-quarter of the Andorian population killed each other in one of these revenge wars, leaving their civilization at the brink of ruin.

After years of chaos and continued clan warfare, Lor'Vela, leader of one of the strongest clans, brought peace to Andor. Lor'Vela replaced the clan-versus-clan warfare with the promulgation of a code by which Andorians could channel their passions. Instead of outright warfare, the Andorian people could settle their disputes through ritualized combat between the aggrieved parties. This Code of Vengeance prescribes when a duel is appropriate and establishes the rules of combat, thus providing a forum for controlled retribution and breaking the cycle of revenge murders. Clan leaders eventually accepted this system, and it remains their accepted legal system. With a formal means to control civil unrest and dispute, Andorian society finally stabilized and fostered cultural and scientific growth.

Outside Contacts

As the Andorians ventured out into space, relations with alien governments did not initially go well. The Vulcans, appalled at Andorian comfort with violence, tried to guide their first steps beyond their world, much as they did with humanity. The Andorians came to believe that the Vulcans actively, and covertly, hampered their interstellar aspirations. Naturally, the Andorians reacted with characteristic directness; after an initial conflict, the two sides agreed to the Tau-Ceti accords, which provided the Andorians a measure of breathing space by mandating a "hands-off" policy for the Vulcans.

Unfortunately, this did little to assuage Andorian mistrust, and they long accused the Vulcans of operating hidden monitoring stations.

Their conflict with the Vulcans indirectly led to first contact with another species from a nearby star system—Humans. In 2151, the prototype starship *Enterprise* traveled to the P'Jem monastery, a Vulcan retreat near Andor. Unfortunately, this was precisely the time that an Andorian commando team arrived looking for evidence of Vulcan espionage. In the end, it was Earth's Captain Archer who not only uncovered proof for Andorian accusations, but also forced the Vulcans to publicly admit this to the Andorian people (much to Andorian delight and Vulcan consternation).

Many additional encounters between Andorians and Humans (or "pink skins" as they like to say) eventually built trust not only for the two, but also with the Vulcans. The three species would come to realize the importance of an alliance, especially during the Romulan-Earth wars (2156-2160); Andor became the fourth of the five founding members of the United Federation of Planets.

Andorians bring a strong sense of vitality and passion to whatever they do. Their vibrant culture demonstrates a love all things that stimulate the senses—music, food, dance, and art. Andorians prefer things strongly felt—bombastic music compositions, raucous color use in painting, strongly flavored food. The subtleties of Vulcan cuisine or Betazoid art escape them. They favor physical pursuits and athleticism, channeling their aggressive instincts into individual sports such as boxing and parrises squares, where one excels or fails through personal efforts.

CHAKA

SPECIFICATIONS: 35 CM LONG; 7.5 CM SIDE TO SIDE; 1 KG

DESCRIPTION: This distinctive Andorian weapon consists of a punch blade that protrudes from between the second and third knuckle, with blades sticking out from the sides of the hand. A good duelist can manage several cuts with one stroke, simply flicking his wrist during a strike.

PARRY MODIFIER: -3

DAMAGE: 1d6+3

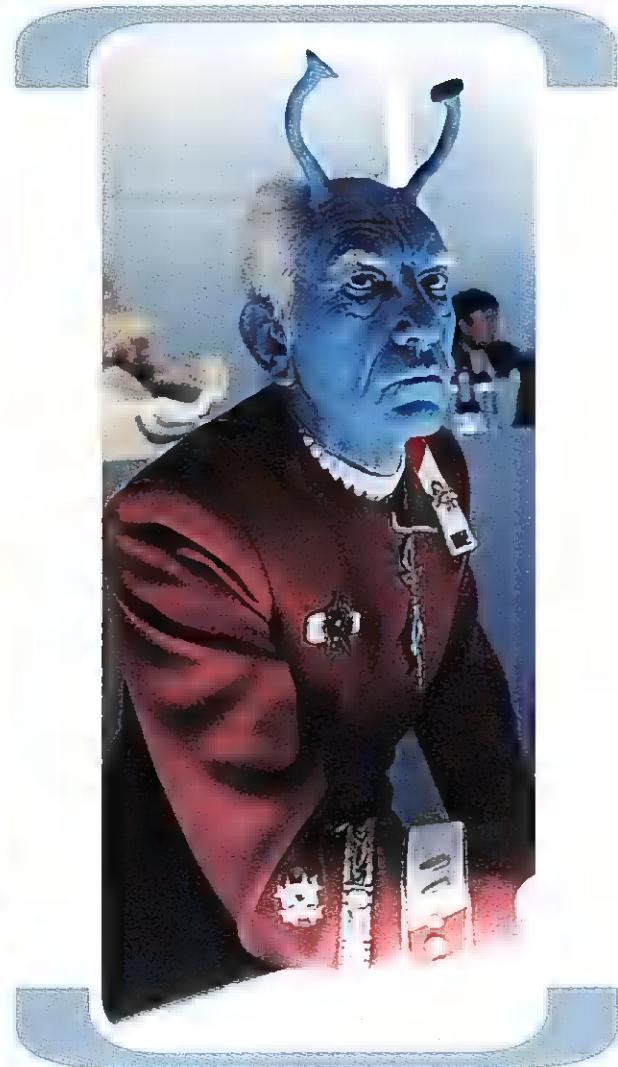
HRISAL

SPECIFICATIONS: 60 CM LONG; 1 KG

DESCRIPTION: Common among Andorian military officers, the Hrisal is a single-edged fighting knife that can have a blade up to one meter long.

PARRY MODIFIER: -1

DAMAGE: 2d6+3



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The Kethni

National boundaries are unheard of on Andor. Instead, they divide their society along complex family and clan lines. Each clan governs not so much a physical territory as an associational one, an intricate web of relationships. An Andorian feels loyalty to his family first and foremost, with these families tied together through marriage (which involves two couples) into extended clans.

The clans, or *kethni*, serve as local governments, social welfare organizations, and loose guilds. The *keth* assists those of the clan in need. Each *keth* also specializes in an area of expertise for which it is renowned. *Keth Kor*, for example, is renowned as skilled negotiators, while *Keth Idisha* trains its members as some of the best entertainers (frequently reenacting famous duels). A strong headman or chieftain governs each clan, and speaks on its behalf in the Council of Clans, the ruling body of Andor.

A Culture of Dueling

Andorians channel their aggression through a culture of dueling. They demand satisfaction in the most direct manner possible, settling their differences with a duel. This prevents the conflict from escalating into a war of vendetta between families and clans.

The Code of Vengeance can only be invoked for personal grievances, on the assumption that the right person will win. For a duel to be appropriate, only the aggrieved and the alleged perpetrator can participate. The code mandates a single duel for each crime, to prevent an Andorian from facing several members of the same family over the same accusation. Once a duel settles the matter, it's considered closed. Other rules permit satisfaction to the first strike, the first blood, or until a participant yields, depending on the nature of the dispute. Only the most grievous violations of personal freedom, such as murder, are fought to the death. Andorians reserve the code for other Andorians, and only traditionalists call out members of other species. Starfleet stringently discourages the practice even among Andorian crewmembers.

LANGUAGE AND NAMES

Andorians speak Graalen and learn Federation Standard. They use both given and clan names.

CLAN NAMES: Aldin, Aniri, Athrin, Avola, Birev, Claness, Dovoro, Dra, Endilev, Gorev, Isidha, Idrani, Ivari, Ivos, Kaleth, Kor, Omtala, P'Trell, Rimosi, Uporu, Vетра

MALE NAMES: Garav, Ghalev, Rexar, Sheras, Shras, Thelor, Tlollu, Umarev

FEMALE NAMES: Enkav, Geshev, Indra, Lilen, Meveleth, Shieri, Umarin

FAVORED PROFESSIONS

Merchant, rogue, starship officer (any). The Andorian merchant fleet is the largest in the Federation; at any time, Andorian merchants can be found moving anything from tons of dilithium crystals to hundreds of passengers on their cargo vessels. Their thirst for adventure often leads individual Andorians to the rogue's life, and many *Volna Vrinia* gangsters work with the Orion Syndicate. Finally, the Andorian Legions are almost on par with Starfleet for effectiveness, though they concentrate on protection of Andorian merchant trade routes.

SPECIES ADJUSTMENTS: Andorians possess a pair of antennae that serve as an additional sense (+1 Perception). The arctic environment in which they evolved led to the evolution of a twin-layered circulatory system (+1 Vitality). Andorian culture emphasizes physical action over intellectual pursuits, and so they don't spend as much time at study (-1 Intellect).

SPECIES ABILITIES

▷ **ANTENNAE:** The constantly waving pair of antennae atop an Andorian's head provides a wealth of information about their surrounding environment. Andorian characters can sense heat, hear ultra-low frequency sounds, and detect changes to the environment (such as changes in pressure and air flow). Andorians gain a +2 species bonus to tests involving sensation of their immediate surroundings (anything within 3 meters), such as finding secret doors, reacting to surprises, Observe (Listen) test, and similar occurrences. Andorians who lose an antenna become disoriented and suffer painful migraine headaches (-2 penalty to most tests).

▷ **BONUS EDGE: HIGH PAIN THRESHOLD:** The rigors of Andor's climate combined with the demands of Andorian culture produce few weaklings. Andorian characters receive the High Pain Threshold edge for free.

▷ **KETH:** All Andorians belong to a clan, or *keth*, which often specializes in an area of expertise or particular service. Choose your *keth*:

ALDIN: Select a skill in the Science skill group to receive +1 skill level and choose one specialty.

ATHRUN: Gain +1 skill level to System Operations (Flight Control) (or Helm, as appropriate by setting).

BIREV: Select a skill in the Engineering skill group to receive +1 skill level and choose one specialty.

DARA: Gain +1 skill level to either Conceal (choose one specialty) or Stealth (choose one specialty).

DOVORO: Gain +1 skill level to either Appraise (choose one specialty) or Enterprise: Business (choose one specialty).

IDRANI: Gain +1 skill level to any one Armed Combat skill (choose one specialty) or any one Ranged Combat skill (choose one specialty).

IDISHA: Gain +1 skill level to the Entertain: Drama skill (choose one specialty).

KOR: Gain +1 skill level to Negotiate (Mediate).

P'TRELL: Gain +1 skill level to either Inquire (choose specialty) or First Aid (choose one specialty).

▷ **REDUNDANT CIRCULATION:** With their twin-layered circulatory system, Andorians are less vulnerable to cold (ignore TN modifiers for uncomfortable and extreme cold; see Table 6.3, *Star Trek RPG PG*). They are, unfortunately, more vulnerable to toxins, which spread through their bodies faster (-1 to Stamina tests against poison).

ENCOUNTERS

Andorians are most frequently encountered throughout the Alpha Quadrant and along the frontier. With their long history of space exploration, bolstered by the Federation, Andorians range throughout known space—close to Earth and Vulcan during the 22nd century, and later as far as Starfleet ships will carry them.

Andorian Weaponmaster

The Andorian weaponmaster is known as a duelist. Most often found on Andor, he is a professional champion putting his considerable skills at hand-to-hand combat in the service of others. Andorians look up to him as a paragon of their dueling culture, a wandering philosopher-warrior in the classic sense. The duelist could be found among any large community of Andorians as a pseudo-cleric or unofficial leader.

ADVANCEMENTS: 24

ATTRIBUTES: Agl 11*, Int 8, Per 8, Prs 10*, Str 7,

Vit 7

REACTIONS: Quik +4, Savv +3, Stam +1*, Will +1

DEFENSE: 9

HEALTH: 8

COURAGE: 5

SPECIES ABILITIES: Antennae, High Pain Threshold, Keth: Idrani, Redundant Circulation

SKILLS: **ARMED COMBAT:** Andorian Traditional Weapons (Chaka, Hrisal) +10, **ARMED COMBAT:** Simple +4, Athletics +2, Computer Use +2, Conceal (Weapon) +5, **CRAFT:** Sculpture +4, Entertain: Play Instrument +3, First Aid +7, Gymnastics +4, Influence (Intimidate) +7, Inquire +7, **KNOWLEDGE:** Religion +4, Observe (Spot) +8, Persuade (Debate) +3, **RANGED COMBAT:** Archaic



Weapons +4, Stealth (Sneak) +7, Survival +2,

UNARMED COMBAT: Self Defense +8

EDGES: Dodge, Weapon Mastery

FLAWS: Devotion (son)

PROFESSIONAL ABILITIES: Blinding Speed, Enlightenment, Inquisition, Inspiration, Mind Over Body, Weaponcraft

Additional Andorian Characters

MYSTIC: Andorian mystics study the esoteric aspects of Lor'Vela's Code of Dueling. Some mystics wander Andorian society as "bringers of justice" by seeking vengeance in the name of social order, traditionally against corrupt officials, con men, and corporate thieves.

ROGUE: The Andorian crime syndicate known as the *Volna Vrinia* sees itself as an Andorian protection society, though most often others need protection from them. Andorian rogues can be found running protection rackets throughout the Alpha Quadrant. The *Volna Vrinia* contracts itself out to the Orion Syndicate most often as enforcers and assassins.

SPY: Brutally efficient and doggedly determined, agents of the Andorian espionage branch, the *Ahm Tal*, are feared throughout the quadrant. Alien spies, double agents, terrorists, and moles have been known to simply disappear; Andorian citizens attribute this to the *Ahm Tal*—and they are almost always right.

ERAS

ENTERPRISE: During this period, the Andorians make their first forays into space. They find themselves thwarted by the Vulcan High Command, who believe the Andorians to be too warlike to handle interstellar relations. Humans are seen at turns as Vulcan lap dogs or Vulcan dupes.

TOS: By this period, the Andorians have not only joined the United Federation of Planets, they founded it alongside Vulcan and Earth. During this era, the Federation isn't nearly as unified, with serious issues separating member worlds, such as the question of Coridan's admission into the Federation.

TNG: As the Federation matures, internal divisions become less frequent. Andor settles into life among the interstellar family of worlds, becoming a staunch ally and supporter of Federation ideals.

DS9: During the Dominion War, Andor becomes threatened with the fall of Betazed. They bolster their own planetary defense while contributing to Starfleet's efforts to repel the invasion.

VOY: The inclusion of Andorians in a *Voyager*-style series could entail the loss of an Andorian starship somewhere in the Delta Quadrant or a small group of Andorians in a mixed crew, trying to retain their keth while far removed from any other members of their species.



PERSONALITY

In situations where an established pecking order exists, Anticans are generally friendly and even reserved or restrained; they are deferential to those clearly in command. When presented with an opportunity to assert dominance or improve status, however—a weak leader, indecision or failure on the part of compatriots—they can be quick-tempered and argumentative. The typical Antican is fiercely loyal to his friends.

PHYSIOLOGY AND APPEARANCE

Anticans are vaguely canine in appearance, with prominent muzzles, long whiskers, and sharp claws and teeth. Their eyesight is highly developed, and they can see in near-darkness. They possess prominent, hairless craniums. They stand slightly taller than the Human average, between 1.7 and 2.5 meters in height. They hide their narrow rib-cages and haunch-like legs beneath flowing robes when among non-Anticans, but among their own kind they wear form-fitting clothing (especially when hunting).

HOMEWORLD

The Antican homeworld is Antica, one of two habitable planets in the Beta Renna star system. Antica possesses a slightly higher than Earth-normal gravity (1.1G) and an oxygen-nitrogen atmosphere. The terrain is predominantly steppe land and forest.

HISTORY AND CULTURE

The Anticans applied for admission to the Federation in 2364. As a part of this effort, an Antican delegation traveled to the neutral world of Parliament to settle their long-standing conflict with the Selay. The situation did not look promising, as the Antican and Selay delegates continued to demonstrate extreme animosity while en route aboard the *U.S.S. Enterprise-D*. Both delegations had to be kept separate throughout the trip, and at one point the Antican delegates were caught stalking the deck on which the Selay diplomats resided. Initial security reports suggested that the Anticans successfully caught and ate one of the Selay. Despite this, after several arduous months of negotiations, both sides agreed to a treaty, and soon afterward the Anticans gained Federation membership.

Owing to their canine ancestry, Anticans make excellent hunters and trackers. Their culture revolves around the hunt, with family groups joining into packs to pursue the planet's abundant animal life-forms. As a carnivorous species, Anticans prefer to eat freshly-killed meat. Chasing, killing, and consuming prey is a social exercise, with the pack working in concert to corner its victim. The more spirited the prey, the better the meal. Anticans consume their meals according to a strict hierarchy, beginning with the strongest male, and then proceeding in descending order of social importance.

Antican society organizes around a strong central leader. Members look for the strongest Antican (male or female) in any group. Government leaders follow a pack-dominance structure—the candidate who successfully intimidates all of the other candidates assumes leadership. Whenever thrust into a new social situation or group, Anticans instinctively try to determine who is the strongest in the group. This commonly takes the form of verbal sparring and posturing, though these challenges sometimes escalate as enraged contenders strike out physically.

LANGUAGE AND NAMES

Anticans speak *raagaan*. Every Antican has two names—a social (group) name and a private name.

SOCIAL NAMES: Badar, Bagar, Graden, Gratar, Raava, Ratar

PRIVATE NAMES: Bar, Baad, Graa, Gor, Rar, Raag

FAVORED PROFESSIONS

Rogue and soldier. Anticans frequently seek ways to make names for themselves, and thus establish dominance, which frequently leads them to the rogue's life. They aren't necessarily law-breakers or troublemakers, they simply prefer to do as they please. Anticans like to hunt, so the soldier profession appeals to them.



SPECIES ADJUSTMENTS: +1 Vitality, -1 Intellect. Anticans, thanks to their canine ancestry, have the ability to chase down prey over long distances. Their lack of discipline combined with the influence of strong feral instinct leads them to neglect their education.

SPECIES ABILITIES

▷ **IMPROVED SPEED:** When called for, Anticans can run on all fours. Their pace when running is 22 m per round (tactical) and 22 m per minute (casual). See page 245 of the *Star Trek RPG Player's Guide*.

▷ **IRASCIBLE:** Anticans feel threatened by challenges to their position and status. Questioning them too closely, making threatening moves (looking them in the eye, standing too close, and so on), and insulting them can cause them to lose their composure. When an Antican feels threatened, make a Willpower reaction test (TN 10). If failed, the Antican launches into an attack on the challenger.

▷ **LOW LIGHT VISION:** Anticans possess superior eyesight, and are able to see in all but complete darkness. They do not suffer associated penalties for lighting conditions other than total darkness (see Table 6.3: Physical Test Modifiers, *Star Trek RPG Player's Guide*).

▷ **NATURAL WEAPONS:** Anticans possess sharp teeth and claws, which they use in hand-to-hand combat. Antican characters have fangs and claws that cause $1d6+Str$ mod damage. They automatically possess the Unarmed Combat skill Brawl (Claws, Fangs) +2. Treat this as a professional skill for the purposes of skill acquisition and advancement.

▷ **PRECISE HEARING:** Anticans possess sharp hearing, and gain a +2 species bonus to Observe (Listen) tests. While individuals may also have the Keen Hearing edge, the species as a whole has very fine discriminatory hearing and an ability to pick out specific sounds. The higher the degree of success, the more specific information the character can ascertain:

ANTICAN HEARING TABLE

COMPLETE SUCCESS

Rough number of characters present, rough speed, direction and distance.

SUPERIOR SUCCESS

Precise number of characters present, accurate speed, direction, and distance.

EXTRAORDINARY SUCCESS

Information on individual characters (height, weight, whether or not they're wounded).

ENCOUNTERS

In the 22nd and 23rd centuries, Anticans still have a strongly hunt-based culture, with ritualistic behaviors and pack structures. By the 24th century they develop spaceflight, but their culture remains aggressive and territorial. As a result, Anticans are unlikely to be found far from their home system of Beta Renna II in the Alpha Quadrant.

Antican Rogue

The Antican rogue can be found throughout the quadrant, knocking around the space lanes. The Crew could encounter him at a starbase bar, itching for a fight. He might be an asteroid prospector in need of rescue or supplies. On board a tramp freighter, he might be among the crew, smuggling Romulan ale.

ADVANCEMENTS: 9

ATTRIBUTES: Agl 8*, Int 8, Per 9*, Prs 6, Str 7, Vit 12

REACTIONS: Quik +2*, Savv +1, Stam +3, Will +3

DEFENSE: 8

HEALTH: 12

COURAGE: 3

SPECIES ABILITIES: Improved Speed, Irascible, Low Light Vision, Natural Weaponry, Precise Hearing

SKILLS: Appraise +4, **ARMED COMBAT SKILL:** Simple +4,

Conceal (Cache) +4, **ENTERPRISE:** Business +4,

ENTERPRISE: Streetwise +5, **KNOWLEDGE:** Culture (Antican) +4, **KNOWLEDGE:** History (Antican) +4,

Influence +3, Inquire +3, **KNOWLEDGE:** Politics (Antican) +4, **LANGUAGE:** Raagaan +4, **LANGUAGE:**

Federation Standard +2, Observe (Spot) +6, **RANGED COMBAT:** Energy Weapons +6, Repair +3, Stealth (Shadow) +6, System Operation +3, **UNARMED COMBAT:** Brawl (Claws, Fangs) +4

EDGES: Innovative, Likeable

FLAWS: Reckless

PROFESSIONAL ABILITIES: Streetsmart, Scoundrel's Fortune (Appraise)



ATREONIDS

PERSONALITY

Atreonids cultivate a dignified and genteel bearing. This is true of the race as a whole and not just the upper ranks of their society, for Atreonids of all classes strive to project an air of civilized dignity. Some non-Atreonids find them stuffy and too reserved, while others perceive the good nature and generosity of spirit that lies beneath their regal façade.

PHYSIOLOGY AND APPEARANCE

Atreonids are tall, rangy humanoids with high, furrowed foreheads and growths of facial hair that extend below the sides of the mouth, rather like whiskers. Their height and strong spinal columns help them maintain the dignified bearing for which they are famous. They like to wear their thick hair long and swept back, so that (coincidentally) it resembles the mane of a Terran lion.

HOMEWORLD

Atreonids come from the planet Atreos IV in Alpha Quadrant. It is flat world of little geologic activity, with savannah, plains, and desert as predominant terrain. The only mountain peak of any consequence is the 15,000-foot tall Mount Eteon tar-Chereos, so named in 2296 in honor of the only Atreonid to ever serve as UFP President (see below).

HISTORY AND CULTURE

For several millennia before the Federation made first contact in 2248, twelve noble dynasties ruled Atreos IV, and carved the planet between them into feudal states. These twelve kingdoms jostled with

each other constantly, trying to enlarge themselves at the cost of the others. Sometimes they contested each other through military action, at other times through diplomacy, at still others through trade or technological innovation. The Chereos, the Zatain, the Paratan, the Karoon and the Houtan were the wealthiest and most prominent of these families, as they controlled the most consistently powerful kingdoms.

First contact, however, jolted the Atreonids into the starfaring age. Communication with extraplanetary intelligent life forced them to alter their view of their place in the cosmos. The twelve kingdoms set aside their rivalries and united to form a republican federation that would choose its head of state from among their leaders—once kings, but now national presidents. No longer able to justify notions of supposed noble superiority in the face of clearly more advanced intelligent life, the Atreonids' class structure cracked. In turn, all adult Atreonids would be granted the right to select their political leaders at the national and local level, so that the twelve kingdoms would be transformed into representative democracies. This process was already well under way when Atreos IV formally joined the Federation in 2252.

The most famous Atreoniid to serve the UFP was Eteon tar-Chereos, a career diplomat who represented his homeworld in the Federation Council for 20 years before he was elected UFP President in 2290. He presided over one of the true turning points in Federation history in 2293, when Klingon Chancellor Gorkon decided to end decades of hostility between the Second Klingon Empire and the UFP. He survived an assassination attempt by rogue Starfleet and Klingon military officers at the Khitomer Conference and presided over the ensuing crisis with prudent and patient statesmanship.

The Atreonids' ancient feudal aristocracy may have evolved into a democratic republic, but the twelve great families who ruled Atreos IV during that time still retain their wealth and standing. Although all adult Atreonids have the right to political representation in theory, in practice their society remains rigidly stratified and nobles expect and receive deference from those of lower rank.

As a general rule, any Atreoniid who ventures off of his homeworld is connected in some way with one of these noble dynasties. Education, wealth and family connections either allow them the luxury of adventurousness or impress upon them the importance of service to their race and the Federation. From the moment that Atreos IV joined the UFP, serving the Federation as a diplomat or a civil servant has been quite the fashionable thing for educated young Atreonids of noble birth.

LANGUAGE AND NAMES

The Atreonids' native language is Atreoniid. As a general rule, Atreonids who have received a university-

level education also speak Federation Standard at least passably well, and they consider it a point of pride that they don't need a universal translator to communicate. Atreonids favor names heavy on vowel sounds, like Eteon, Thurian, and Fieries. Blood members of the twelve noble families use the honorific "tar—" to precede their surnames.

FAVORED PROFESSIONS

Diplomat. Service to the UFP is the most popular career option among well-educated Atreonids. Starting in the diplomatic corps with an eye toward eventually serving on the Federation Council attracts the brightest and most ambitious, while others settle for a lifetime in the civil service bureaucracy. Starfleet holds less attraction, although Captain James Kirk became a hero to many Atreonids after he saved the life of Eteon tar-Chereos at the Khitomer Conference in 2293.

SPECIES ADJUSTMENTS: +1 Intellect, +1 Presence, -1 Agility, -1 Strength. Atreonids value education, and their dignified bearing gives them the ability to command an audience through sheer personal presence. Due to their rigid spinal and skeletal systems, though, they lack flexibility, and their musculature is correspondingly weak because their bone structure supports most of their body weight.

SPECIES ABILITIES

- ▷ **BONUS EDGE: CONFIDENT:** In matters of diplomacy and political leadership, Atreonids show exceptional patience and integrity, and they gain much respect for this. Atreoniid culture ingrains a sense of personal dignity that manifests as quiet charisma. All Atreonids gain the Confident edge for free.
- ▷ **BONUS EDGE: THINKER:** The universities on Atreos IV favor a liberal education that emphasizes analytical skills applicable across a wide range of disciplines. Atreonids consider intellectual versatility to be the mark of a gentleman. Every Atreoniid gains the Thinker edge, whether from personal self-improvement or a program of education.
- ▷ **RESOLUTE STATESMAN:** Due to their strong interpersonal skills, Atreonids gain a +1 species bonus all social tests and Savvy reaction tests.

ENCOUNTERS

22nd-century Atreonids still struggle under a balkanized feudal system; while they have high technology, they lack social development. By the time of first contact in the 23rd century, the Atreonids have spacefaring technology, though they lag notably behind Human warp technology. The reorganization of their government causes some chaos, and many Atreonids leave to

visit other worlds and learn from outside cultures. By the 24th century, Atreonids are well-accepted in many ranks of the Federation, although only a few leave behind their comfortable utopia for the risks of the unknown frontiers.

Atreonid Diplomat

ADVANCEMENTS: One for every six months spent in a branch of UFP service, or one for every year spent away from Atreos IV for any other reason.

ATTRIBUTES: Agl 7, Int 10, Prs 11* Per 8*, Str 7, Vit 7

REACTIONS: Quik +1, Savv +2*, Stam 0, Will +2

DEFENSE: 7

HEALTH: 7

COURAGE: 3

SKILLS: Computer Use (Retrieve) +3, Influence +3, Inquire (Fraternize) +4, **Knowledge:** Culture +5, **Knowledge:** Politics +3, **Knowledge:** Specific World, (Atreos) +5, **Language:** Federation Standard +5, Law +5, Negotiate (Mediate) +6, Persuade +4

EDGES: Confident, Contacts, Skill Focus (Eloquent), Thinker

PROFESSIONAL ABILITIES: Educated

AXANAR

PERSONALITY

In a response to being hunted by a variety of large predators with highly sophisticated camouflage abilities, the Axanar evolved acute perceptual abilities. They can see, hear, and smell better than many other species, and their brains process this information at a phenomenal rate. They instinctively look for recognizable patterns in all things. Where no pattern apparently exists, they will usually find one anyway. Axanar don't like uncertainty; they are known for making snap decisions, even if they lack conclusive evidence, then stubbornly sticking to them. Once they decide upon something, it can be difficult for the Axanar mind to accept contrary information. Axanar simply have a trying time changing their ways.

Axanar do not like to deal with those of a perceived lower social class, a hold over from their ancient caste system. Even after decades living in an egalitarian society, the Axanar prefer to know the social status of those with whom they do business. They often ask personal questions and scrutinize others, and if they can't tell a person's position in society they usually assign one to him.

PHYSIOLOGY AND APPEARANCE

With a pseudo-reptilian appearance, the Axanar were perhaps the most off-putting of the alien species first contacted by the NX-class *Enterprise*. Yellowish or greenish leathery skin combined with a prominent series of grooves and spherical ridges along the sides of the mouth and vertically along the forehead all distinguish the Axanar. They lack hair, and the skull case is elongated, with oddly-shaped patches of pinkish flesh on each side.

HOMEWORLD

Axanar is the seventh of thirteen planets orbiting a bright, yellow-white main sequence star (Type F5 V) known as Toredar. The planet has a semi-terrestrial environment, though high stellar radiation and high density lend it a strong magnetic field. The atmosphere is heavily nitrogen-methane and quite cold; unprotected Humans would asphyxiate in only a few minutes.

HISTORY AND CULTURE

The Axanar were first contacted in 2151, when the NX-class *Enterprise*, commanded by Captain Archer, rendered aid to a derelict Axanar ship. An unknown alien species had murdered the crew and was in the process of draining them of triglobulin. The captain of a second Axanar ship, sent to locate the first, neither appreciated Archer's efforts, nor seemed particularly interested in making friends.

Although Humans and Axanar encountered each other sporadically for the next few years, it would not be until the Axanar War that the two governments related officially. In the early 23rd century, the Axanar pressured the inhabitants of the planet Fabari to extend extensive trade and mining rights; Axanar starships harassed Fabari merchantmen and frequently incurred into Fabari space. In response, the Fabari sued for Federation membership to protect them from the Axanar. Axanar blockaded the planet and threatened war. When a Federation starship arrived bearing an ambassador to negotiate a settlement, the Axanar attacked, and the two sides were at war.

Starfleet and Axanar starships fought in and around Fabari space for months, until Captain Garth of Izar won the final, conclusive battle that defeated the Axanar. Soon afterwards, the Axanar sued for peace. With the help of Federation experts, the Axanar set about reorganizing their society, as encouraged by the terms of the treaty. They abolished their caste system and created a more open, democratic government. When these transformations were complete, the Axanar government petitioned to join the Federation, and as a testimony to how far they'd come they succeeded. Axanar is the only planet to have the dubious distinction of having fought a war with the Federation prior to its membership.

Traditionally, the Axanar lived within a rigid caste system of Thinkers, Doers, and Outsiders. The lowest echelons, various classes of Doer, were virtual slaves. Castes could not intermingle, to the point where the elite classes, the Thinkers, refused any social contact with the lower classes. Living isolated from the masses, the elites believed they knew what was best for all Axanar, even as the lower classes starved and labored under terrible conditions. Only Thinkers could govern, and one could only be born into this class.

With the conclusion of the Axanar-Federation war, they abolished their caste system and established a government drawing from all classes. Intense educational programs worked to tear down old, ingrained barriers. Thinkers and Doers were encouraged to intermingle, and adopt democratic principles.

As a society, the Axanar value order, science, and discipline. To them, everything follows an established pattern. Underlying any seemingly chaotic system, there is an order that can be perceived—in everything from rainfall frequency to sapient behavior. They expect everyone to conform to the rules of an ordered society. Yet even rogues and scoundrels have their place in society, and are accepted (if not wholly tolerated). This acceptance of pattern, any pattern, led them to evolve their rigid caste system.

LANGUAGE AND NAMES

The Axanar speak *atem*, a language of difficult consonants, but pronounceable by most humanoids. Axanar use only their given names.

MALE NAMES: Aggoran, Chodoc, Noggor

FEMALE NAMES: Tathos, Vogath, Zodof

FAVORED PROFESSIONS

Scientist and soldier. Axanar are experts at organization and perceiving relationships. They often see inter-relationships others might miss, such as the connection between famine in one area and an increase in solar flares, or find a causal relationship between subspace inversions and dark matter. Their heightened abilities at perceiving the world around them and making quick decisions make the Axanar excellent soldiers.

SPECIES ADJUSTMENTS: +2 Perception, -1 Agility, -1 Strength. The Axanar are acutely aware of their environment, a result of their evolution. They are also generally less massive than humans, and their pseudo-reptilian biology renders them comparatively sluggish.

SPECIES ABILITIES

► **CASTE SYSTEM:** Axanar treat those of a lower caste differently than those of higher castes. When involved in social tests involving characters with Promotion level lower than your own, your character suffers a -2 penalty. (For series set in the 22nd century, increase this penalty to -4.)

► **DANGER SENSE:** Thanks to their intuitive recognition of subtle danger signals in the environment, Axanar gain a +2 species bonus to any Quickness test made to determine surprise or initiative.

► **HEIGHTENED SENSES:** The Axanar evolved in a predator-rich environment, where they had to constantly be on their guard. They gain a +2 species bonus to Observe (Listen, Spot) skill tests.

► **PATTERN RECOGNITION:** Axanar are adept at recognizing patterns within data and deducing facts from incomplete clues. When making Investigate skill tests, the character gains a +2 species bonus.

► **RADIATION RESISTANCE:** Because their yellow-white sun produces greater amounts of radiation than Sol, Axanar possess a natural resistance to radiation. An Axanar who succeeds in a TN 7 Stamina test against radiation damage suffers only half effect, and no secondary effects. Even on a failed test, the character suffers only three-quarters of the normal effect.

ENCOUNTERS

Axanar characters make excellent supporting cast characters for those Narrators running their series during the 22nd and early 23rd centuries, particularly as mysterious adversaries. The period between *Enterprise* and *Star Trek* offers many encounter opportunities for the Axanar. Because they make rash decisions based on little information, the Crew could find itself in a misunderstanding, or an episode could require the stubborn Axanar to join forces with the Crew.

Axanar Starship Officer

ADVANCEMENTS: 3

ATTRIBUTES: Agl 9*, Int 8*, Per 12, Prs 6, Str 7, Vit 8

REACTIONS: Quik +3, Savv +3, Stam +1, Will +1*

DEFENSE: 8

HEALTH: 8

COURAGE: 3

SPECIES ABILITIES: Caste System, Danger Sense, Heightened Senses, Pattern Recognition, Radiation Resistance

SKILLS: Athletics (Jump) +3, Computer Use +2, First

Aid +3, Gaming +1, Inquire (Interrogate) +2, Investigate (Search) +4, Observe +2, **RANGED**

COMBAT: Energy Weapons +6, Repair +3, Survival +3,

System Operation (Security) +5, Tactics +3, **UNARMED**

COMBAT: Self-Defense +4

EDGES: Curious, High Pain Threshold

FLAWS: Arrogant

PROFESSIONAL ABILITIES: Security Ops,

Starship Duty



BAJORANS

PERSONALITY

Traditionally, the Bajorans were pastoral people, given over to farming and artistic pursuits. The average Bajoran practices some art form—from folk art to music to story telling—from which they derive personal satisfaction. Contemplative and even introverted as a society, the Bajorans seemed to have little interest in the rest of the Galaxy; despite 30,000 years of history, the Bajorans made very little intergalactic progress. The average Bajoran wanted to go about his business in peace, and leave others to do the same. They neither liked nor disliked other alien species, but treated all with the same friendly hospitality. Once free of alien oppression, many Bajorans continue evidence these qualities.

The Cardassian occupation wrought stunning transformations on the Bajoran psyche, however. Willing to do anything to free their planet from Cardassian influence, those Bajorans who resisted the occupation were changed by their experiences. Assassination, terrorist attacks on civilians, watching friends die alongside them—these experiences turned many into ruthless fighters; many remain scarred long after the conflict ended, while others became more pugnacious and chauvinist. Those who didn't take up arms became more suspicious of outsiders and their motives.

PHYSIOLOGY AND APPEARANCE

Bajorans possess the same average height, weight, and build of most other sapient species in the quadrant, be they Human, Betazoid, or Alpha Centauran. Skin tone, hair color, and eye color variations also match those of Humans. Horizontal ridges along the bridge of the nose are the only notable outward physical distinction.

HOMeworld

Bajor is the seventh of fourteen planets orbiting a single type G2V (bright, yellow dwarf) star. Like Earth, it has an oxygen-nitrogen atmosphere, though with slightly more significant airborne pollutants due to Cardassian environmental depredations. It has a high concentration of valuable minerals, metals, and fuels, making it ripe for Cardassian occupation. The Cardassians could extract vast supplies of uridium ore, duranium, and rodinium with relative ease compared to the same effort on resource-depleted Cardassia itself.

Indeed, with eight additional terrestrial worlds and three gas giants, the entire system represented a boon to the Cardassians, much of it remaining untapped even after they surrendered the system. The Bajoran resistance exploited hydrogen by using automated stations, many of which were upgraded for Starfleet use during the Dominion War. Yet what makes the Bajor system of particular strategic importance is its stable wormhole, the terminus of which orbits the Idran star system in the Gamma Quadrant.

HISTORY AND CULTURE

Bajoran history goes back some 30,000 years, making it one of the oldest societies in recorded history. The Bajorans divide their history into four ages. The first, a golden age, saw the greatest of their achievements. This First Republic spanned some eight thousand years, and was a time when Bajoran culture flourished and their greatest artistic masterpieces were created. A thousand-year period of balkanization and strife followed, comprising the second age. During this age, communities banded together against the encroaching chaos of civil conflict. The Second Republic followed, continuing scientific and artistic achievements of the First Republic, and like the first it lasted for several millennia. The Second Republic ended in 2328, with the Cardassian invasion and occupation.

The Occupation

There can be no more important historical event for the Bajorans than the Cardassian occupation. Arriving in 2328, the Cardassians sought mineral wealth to exploit for their own resource-exhausted world. The Bajorans, inward-looking and peaceful, were ill prepared for what was to come.

Forty years of degradation, slavery, and misery followed. The Cardassians rounded up Bajorans to work the mines and provide cheap labor for their orbital ore processing station, Terok Nor. They seized farmlands without compensation and collectivized farmers into large industrial plantations; they destroyed land records to prevent future land claims. What food they produced was allocated to the Cardassian military, then Cardassian civilians, leaving just enough food to keep the Bajorans at bare subsistence levels.

The occupation government maintained order through brutality. Mass executions were common. The families of suspected resistance fighters were herded into internment camps, and civilians were positioned at vital locations to prevent terror attacks. The Cardassian military garrisoned soldiers in Bajoran houses, turning their occupants out into the street. Women were forced to provide comfort to Cardassian soldiers. Millions died.

Freedom

The Bajorans did not submit willingly. Numerous resistance cells sprang up across the planet and throughout the system. The Bajorans abandoned their traditional caste system, the *djara*, in order to free Bajorans to take up arms side-by-side. They blew up Cardassian installations—ore processing facilities, factories, occupation government buildings. They raided freighters loaded with cargo, destroying them as they moved through the system. Numerous Cardassian officials were assassinated, as were those Bajorans who cooperated with the Cardassians. Resistance cells even make attempts to destroy Terok Nor, which became a symbol of the Cardassian occupation.



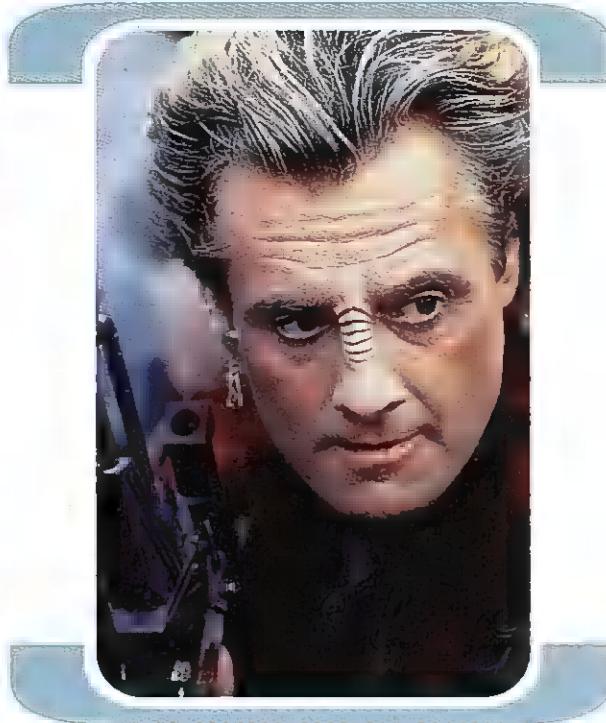
Eventually, the Cardassians could no longer maintain control over the populace; the costs of occupation rivaled the benefits to Cardassia. Then military governor of Bajor, Gul Dukat, surrendered the planet in 2369. The Bajorans, incapable of protecting themselves from future interplanetary attacks, applied for Federation membership soon afterwards. The Federation provides them with provisional status and takes over Terok Nor at the invitation of the Bajoran provisional government, rechristening the station Deep Space 9. For better or worse, the Bajorans were once again on their own.

THE ORBS

Also known as Tears of the Prophets, the Orbs are sacred artifacts. Nine hourglass-shaped energy vortices have been found in the past 10,000 years, and are said to come from the Celestial Temple to teach and guide the Bajoran people. Of great value to the Bajorans, these Orbs are enshrined in ornate jeweled cases called arks, and are stored at various religious shrines across Bajor.

Each Orb possesses distinctive mystical powers, such as granting visions or altering time. The Bajorans believe the Orbs manifest these powers for those in need of their assistance, and according to the will of the Prophets. Viewing an Orb usually requires the permission of the Vedek Assembly, though the practice is frequently ignored.

NAME	POWER	LOCATION
Orb of Prophecy	Prophetic visions	Deep Space 9
Orb of Time	Time travel	Temple of Iponu on Bajor
Orb of Wisdom	Enigmatic advice	Temple of Lo-Pana on Bajor
Orb of Contemplation	Unknown	Deep Space 9
Orb of the Emissary	Empowers other Orbs	Tyree
Orb of Realms	Dimension travel?	Unknown
Orb of Peace	Unknown	Unknown
Orb of Thought	Unknown	Unknown
Orb of Mystery	Unknown	Unknown



Dominion War

Soon after the Cardassian departure and Starfleet's arrival, Bajor found itself at a Galactic crossroads. Bajoran myths often spoke of a Celestial Temple among the stars, where dwelled the Prophets, celestial beings thought to watch over the Bajorans. These myths turned out to be true, of a sort. A stable wormhole was discovered in the system's Denorios Belt, home to a race of beings whose power rivaled that of the Q and Douwd. Providing dependable passage to the Gamma Quadrant, the Bajoran wormhole became a route to thousands of unexplored star systems. Soon afterward, the planet became a center of interstellar politics, as ships from across the Alpha and Beta Quadrants raced to take advantage.

The other side of the wormhole was home to the Dominion, an intergalactic empire whose power rivaled that of the Klingons, Romulans, Cardassians, and Federation *combined*. Bent on bringing order to the Galaxy, the shape-shifting Founders sent their genetically manufactured Jem'Hadar soldiers to the Alpha Quadrant to impose order. Bajor became the focal point over which much of the Dominion War was fought. The Bajorans suffered terribly during the war.

Society

As recently as the 22nd century, Bajoran society was divided into castes, or *D'jarras*. A family's *D'jarra* determined its status in society as well as the professions it could pursue. Members of one *D'jarra* were barred from associating with members of a lesser *D'jarra*. Those of the earth caste were farmers, who were required to give way to members of the priest caste, for

example. The customary ornamental earring worn by Bajorans not only symbolized their spiritual devotion, but also their caste. The entire system was abolished around 2328, when all Bajorans were called upon to fight the Cardassians, regardless of caste (though attempts have been made to revive the system).

The Prophets

Bajoran society is highly religious and revolves around their belief in Prophets. These inter-dimensional beings live in the Bajoran wormhole, which the Bajorans call the Celestial Temple. Bajorans believe that these Prophets watch over them, and communicate with them through prophecies (timed with the arrival of comets), and the mysterious orbs (eight of which have been located).

Bajoran society, as a whole, functions as a hybrid of religious and secular government. A religious hierarchy of *prylars*, *ranjens*, and *vedeks* permeates Bajoran society. These religious leaders not only provide moral guidance, but secular leadership, as well. Prior to Cardassian occupation, the Vedek Assembly governed unquestioningly, but surrendered its power to give the resistance a free hand.

The Vedek Assembly frequently advises the Bajoran government. The Kai, the leader of the Vedek Assembly and head of the Bajoran religion, carries great weight among the populace. A word from the Kai can shift debate and influence policy. This has led to tension between the government, which argues for secular rule similar to that on other worlds, and the Vedek Assembly, which wants a return to traditional Bajoran ways.

That the Celestial Temple is a wormhole, and the Prophets are an advanced life-form—in short, the scientific explanation—matters little to the bulk of Bajoran society.

The Circle

The Alliance for Global Unity was an extremist Bajoran nationalist movement that sought to overthrow the Bajoran provisional government in 2369. They violently opposed Bajor's association with the Federation, seeing it as exchanging one master (the Cardassians) for another (The Federation). "Bajor for Bajorans" was their central motto, giving an ugly face to the traditional Bajoran desire for isolation.

Only when the source of their weapons was revealed to be the Cardassians, who hoped to capitalize on Federation withdrawal, did the movement fail. Although the Circle's influence, and that of its leader, Jaro Essa, evaporated, it is possible other momentous events could revive the group's fortunes.

LANGUAGE AND NAMES

Bajorans speak Bajoran, although Federation Standard became increasingly common after Bajor's

admittance to the Federation. Bajorans place their family names before their given names.

FAMILY NAMES: Akorem, Anjohl, Bareil, Faren, Jaro, Kalem, Kira, Krim, Kabus, Latar, Latha, Lenaris, Li, Ro, Shakaar, Tahna, Trentin, Varis, Winn, Woban

MALE NAMES: Antos, Edon, Essa, Furel, Holem, Hovath, Kag, Laan, Los, Mabrin, Nalas, Oak, Pol, Reon, Taban, Tennan

FEMALE NAMES: Adami, Fala, Laren, Leeta, Lupaza, Meru, Neely, Nerys, Sul

FAVORED PROFESSIONS

Any Bajorans possess great adaptability and versatility, and can be found pursuing any profession.

SPECIES ADJUSTMENTS: None. With virtually identical home world environments, the Bajorans, like Humans, represent a stable norm.

SPECIES ABILITIES

- ▷ **ARTISTIC:** Bajorans are generally artistic, encouraged from birth to find some form of self-expression. Bajoran characters gain a +1 species bonus to Craft skill tests.
- ▷ **FAITHFUL:** Religion permeates Bajoran society. Even those who reject the Prophets can cite quotes from the Sacred Texts. Bajorans gain a +1 species bonus to Religion (Bajoran) tests.
- ▷ **Pagh:** All Bajorans possess a *pagh*, or life force. Bajorans who heed the will of the Prophets and live their lives according to the Sacred Texts have a pure *pagh*. The *pagh* of those who turn away from the Prophets, and live their lives selfishly, becomes dark and corrupt.

Courage represents a Bajoran's *pagh*, and every Bajoran character receives +1 Courage at creation. If the character uses his Courage for evil purposes—murder, robbery, cheating, and so forth—they provide no benefit; do not add +3 to test results. Also Courage does not refresh until he confesses his sins to a Bajoran cleric. Narrators should follow the principle of the "Golden Rule" when determining whether or not a Bajoran character commits an evil act. Characters who turn their backs on the Prophets entirely lose this extra Courage until he atones.

When a Bajoran achieves an extraordinary success on a professional skill test, he refreshes +1 Courage (up to his maximum).

Bajoran mystics within three meters of a Bajoran can detect the status of his *pagh* (how many Courage points he has, the current state of his soul, any crimes he may have committed) with a TN 15



Religion (Bajoran) skill test. Use the mystic's Perception modifier for this test instead of Intellect. If he grasps the character's ear (the gateway to the *pagh*) reduce the difficulty to TN 5.

ENCOUNTERS

Most Bajorans, despite a long history of spaceflight capability, tend to remain close to their home system of Bajor-B'hava'el. During the Cardassian occupation, most Bajorans were either confined to their home-world, providing slave labor, or joined the resistance against their Cardassian oppressors.

Bajoran Mystic

This character follows the way of the Prophets, and guides other Bajorans in living a sacred life like a shepherd leads his flock. You might encounter him on Bajor or a Federation colony, leading the community both spiritually and secularly. He might get in the way of the Crew's mission, advising his flock to be uncooperative or preaching the opposite of what you want, or he could side with the Crew, convincing his congregation to help you. With the end to the Cardassian occupation and the Dominion War, more and more Bajoran mystics venture out into the wider Galaxy, perhaps to spread the word of the Prophets or search for missing orbs.

ADVANCEMENTS: 6

ATTRIBUTES: Agl 6, Int 8, Per 10*, Prs 12*, Str 5, Vit 9

REACTIONS: Quik +3, Savv +3, Stam +1*, Will +2

DEFENSE: 7

HEALTH: 9

COURAGE: 4

SPECIES ABILITIES: Artistic, Faithful, Pagh

SKILLS: ARMED COMBAT: Simple Weapon +2, Demolitions +1, ENTERTAIN: Sing +2, First Aid +5, Inquire (Interview) +5, KNOWLEDGE: Culture (Bajoran) +5, KNOWLEDGE: History (Bajoran) +4, KNOWLEDGE: Politics (Bajoran) +4, KNOWLEDGE: Religion (Bajoran) +7, KNOWLEDGE: Specific World (Bajor) +3, Language:

Bajoran +3, Observe +3, Persuade (Oratory) +7, **RANGED COMBAT:** Energy Weapon +1, Stealth +3, Survival +2
EDGES: Alert, Promotion 2 (Prylar), Resolute
FLAWS: Pacifist
PROFESSIONAL ABILITIES: Conviction, Inspiration, Meditation, Wanderer

Additional Bajoran Characters

SMUGGLER: During the occupation, numerous merchants smuggled weapons to the resistance. They know all the best hiding places in the Bajoran system.

MERCENARY: Those Bajoran resistance fighters who didn't return to their farms make their way as mercenaries. They can be found in any number of systems providing their expertise to local conflicts.

ROGUE: Bajoran resistance fighters who lacked formal military training were actually rogues. After their lengthy experience fighting the Cardassian occupation, Bajoran rogues usually find employment as terrorists or assassins.

STARSHIP OFFICER: With the end to the Dominion War, more and more young Bajorans join Starfleet. Unlike most Federation worlds, who disband their home fleets or turn them over to Starfleet, the Bajorans keep a home defense fleet out of a sense of wariness—understandably so, given their past experiences.

ERAS

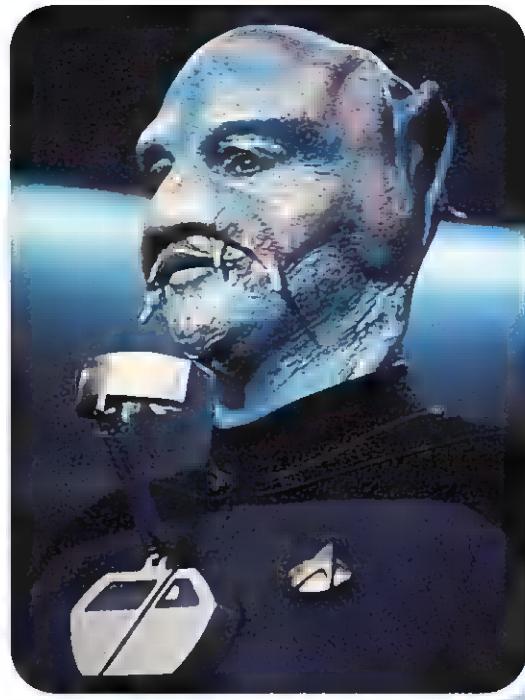
ENTERPRISE: During the 22nd century, the Bajorans were at the height of their Second Republic. They ventured out into space using primitive solar-sail-lightships, making it as far as Cardassia Prime.

TOS: The Cardassians offer assistance to Bajor with a problem of unknown nature. Over the next 20 years, their presence becomes increasingly oppressive, until 2328 when they officially annex the planet. Bajorans are enslaved to produce raw ore to fuel Cardassian society.

TNG: The Bajoran resistance strikes out against the Cardassians. The Cardassian Union, weary after years of terrorist activity by the Bajoran resistance, relinquishes its claim to the system.

DS9: After the Cardassian withdrawal, the Bajoran provisional government asked Starfleet to establish a presence on Terok Nor, rechristened Deep Space 9. Things changed for the better for the Bajorans—newly free and occupying one end of a stable wormhole—until the start of the Dominion War.

VOY: The Prophets have, on occasion, thrown individuals or entire spacecraft through time and space. Bajorans far removed from their homeworld still retain their strong spiritual traditions. This inner strength gives them a courage for exploration that's matched only by Humans.



PERSONALITY

Benzites tend to strike non-Benzites as serious, tightly wound overachievers. They try to live efficiently and value quantifiable marks of personal success, like awards and commendations, above all else. Failure shames them deeply. As a result, they have difficulty understanding what others call "fun" and "a sense of humor."

Nonetheless, Benzites are keenly aware of these social deficiencies and, in typical Benzite fashion, they work hard at overcoming these problems when they find themselves having to work and live with other races.

PHYSIOLOGY AND APPEARANCE

Benzites are slightly built humanoids with smooth, hairless skin mottled blue and either purple or green. They have prominent nasal lobes and barbels like those found on Terran catfish hanging down from the upper lip, on either side of the mouth. Adapted to an atmosphere that most other humanoid races would find untenable, Benzites needed respirators to breathe on class-M planets until 2372, when advances in their medical technology made the devices unnecessary.

Benzites who come from the same geostructure are so physically similar that they look identical to non-Benzites.

HOMeworld

Benzites (sometimes also known as Benzenites) hail from the planet they call Benzar, which was originally designated Securis IV when it was discovered by the Federation in 2360. Its atmosphere contains higher levels of gaseous ammonia and much less oxygen than a typical class-M planet. Elaborate crystalline rock structures dominate the planet and supply the materials from which the Benzites built their huge cities, known as geostructures.

HISTORY AND CULTURE

According to Benzite mythology (for which considerable archaeological evidence actually exists), the Benzites descend from a now-extinct species that they remember only as "The Forebears." The Forebears apparently came to Benzar from another world but quickly realized that they could not survive in the planet's harsh environment. They then engineered the Benzites as an intelligent life form that could prosper on Benzar, even as the Forebears themselves slowly succumbed to the inhospitable conditions. How and why a race technologically advanced enough to engineer a new species was unable to sustain its own existence remains a mystery, and one that the Benzites do not explore too closely. All legends of the Forebears remain couched in mystical significance, considered sacred and, thus, a taboo topic for discussions.

The Birthing Chambers

While other species struggle with theories of their creation, the Benzites needed to look no further than the very technology left behind by their Forebears. Young Benzites were subjected to resequencing through the Birthing Chambers, which altered their genome to produce hardier, more adaptable beings. Benzites who never went through a period of incubation in the Chambers frequently evidenced thin, translucent skin, poor health, deformities and early death. Even though the Forebears left the Benzites with only rudimentary education and a host of mysterious, instructionless tools, the Benzites took matters with their characteristic stubbornness. Tinkerers learned to re-tune the Birthing Chambers, thus making differentiation possible among the species. As finer tuning led to more improvements, the scientists realized that even older Benzites could benefit from a second incubation period. Genetic deficiencies, disease and biologically-based psychosis became nearly unknown in Benzite society even before they had developed social structures beyond the extended tribal family.

Experimentation led the Benzites to minor self-improvements and differentiation, giving them an

early biological edge. After millennia of development, the orphaned Benzites developed the technology to mine their planet's crystal deposits and build great cities, known as geostructures, that became the physical centers of their society. Each geostructure became a nation unto itself, and periodically they engaged in war, fighting with the characteristic Benzite competitive drive. Eventually, the geostructures learned to channel their competitive urges into scientific and technological activity. As a result, the Belaxalar geostructure built the first Benzite warp drive in 2350. They made first contact with the Federation in 2360 and became members of the UFP in 2369.

Even though the Federation has strict protocols regarding genetic resequencing, the Benzites continue to use their Birthing Chambers with tacit approval. Benzites who don't go through the Chambers have a far greater degree of medical problems, and Benzite culture places strong inhibitions against making needless modifications to the Chambers and their programming. Thus, the Federation tolerates the Birthing Chambers as yet another example of cultural uniqueness.

Andragovian Philosophy

Thousands of years after his lifetime, the teachings of the Benzite philosopher Andragov still form the basis of his race's culture. He stressed efficiency and quantifiable success as the objectives of an ideal life. In accordance with practices enshrined in the Doctrine of Andragov, Benzites keep meticulous records of personal goals that allow them (and their peers) to measure their success (or failure) in achieving them. Every morning, each Benzite writes down a list of his objectives for the day, sharing the information with others from his geostructure so that they may subject him to public humiliation if he fails—and appropriate recognition if he succeeds. This practice begins in early childhood and becomes so ingrained that it forms the underpinnings of achievement throughout most Benzites' lives.

The Doctrine of Andragov also lays out a system of numerical values by which Benzites still measure their relative success or failure, and when a Benzite dies his final lifetime score is inscribed on his tomb. Moreover, if his score reaches a low enough number through continual failure to meet his goals (—500, according to the Doctrine of Andragov), custom dictates that he commit ritual suicide, the ultimate expression of personal shame. Recently, though, the supporting calculations of the social mathematician Fathen have challenged this notion and rendered the practice of ritual suicide obsolete, claiming that it is inaccurate to judge a score before all data from a full lifetime enters the equation.

LANGUAGE AND NAMES

Benzites speak Benza as their native language. Benzites favor two- and three-syllable names with a

58+

845

7153

2517

58

7155+6

845

640

consonant-vowel-consonant structure, such as Mordock, Mendon and Candar. Typically the first consonant of the second syllable is a "hard" consonant like a P or a D, instead of an aspirant like H or a slur like J. Male names usually have a soft initial consonant while female names have a hard initial consonant. When an individual Benzite uses a surname, it is the name of the Benzite's geostructure.

GEOSTRUCTURE NAMES: Belaxalar, Codanadal, Moriden

MALE NAMES: Laporin, Mendon, Mordock, Salpan

FEMALE NAMES: Candar, Kerpel, Poltob, Qizten

FAVORED PROFESSIONS

Starship Officer. Starfleet service has exerted a powerful attraction for Benzites ever since they joined the Federation. The military's highly formal structure of reward for distinguished performance—medals, commendations, promotions in rank—appeals to their native temperament. Benzite cadets are among the most openly competitive at Starfleet Academy, and they are widely resented for it. However, Starfleet has benefited from the presence of Benzite officers in its ranks, as their attention to detail and love of precision make them valuable additions to any crew.

SPECIES ADJUSTMENTS: +1 Vitality, -1 Strength. Benzites show a strong resistance to most known toxic substances, but their relatively slight physiques make them a bit weaker than most other humanoid races.

SPECIES ABILITIES

► **ATMOSPHERE REQUIREMENT:** Benzites require special atmospheric supplements when in common M-class oxygen-nitrogen atmospheres. On Federation vessels, Benzites typically wear a respirator unit that provides the necessary atmospheric additions. Benzites without this atmosphere supplement slowly asphyxiate, first becoming unconscious after several minutes, then hemorrhaging and dying. After 2372, Benzites managed to build resequencing into their Birthing Chambers to remove this restriction. Benzites who require respirators gain a +2 species bonus to all Repair (Environmental Systems) tests, though, thanks to their need to keep their respirators functional.

► **BONUS EDGE: METICULOUS:** Benzites consider thoroughness a supreme virtue, and extended tasks do not intimidate them. However long it takes them to do something, they will see it through, especially if the task involves one of their stated goals for the day. Benzite characters automatically gain the Meticulous edge.

► **BONUS EDGE: FAMOUS EVENT:** Benzites are chronic

overachievers. Their reputations precede them and those who enter Federation service tend to make a name for themselves very early in their careers. They have a way of becoming teachers' pets at Starfleet Academy, inasmuch as such things exist. All Benzites start with +1 Renown, thanks to the edge Famous Event.

► **TOXIC RESISTANCE:** Thanks to the genetic tinkering of the Forebears, Benzites have the ability to metabolize a wide range of substances that other species find toxic. A Benzite gains a Stamina reaction test (TN 7) when affected by a toxin. If the check passes, the character takes only half effect (rounded up) and no secondary effects like stunning or nausea. If the check fails, the Benzite still only suffers three-quarters of the normal effects (rounded up). See page 220 of the *Star Trek RPG Narrator's Guide*. Benzites can safely eat and digest a wide range of substances, although on Starfleet vessels they typically confine themselves to "normal" food.

ENCOUNTERS

Obviously, before Federation contact, the Benzites have a limited sphere of influence. The lack of Birthing Chambers beyond their homeworld limits their colonization range sharply. Before the development of Belaxalar warp drive in 2350, the Benzites almost never venture beyond their own moon. Even after their encounters with the Federation in 2360, the Benzites are a rarity at any great distance from Benzar. Furthermore, while the Benzites had a long history of biomedical experience thanks to their own genengineering, their other technologies had to catch up to their medical skills. By the time of their admission to the Federation their technological gaps are rapidly being filled but many Benzites still work to educate themselves in the standard Federation technology of the era.

Benzite Starship Officer (Engineer)

ADVANCEMENTS: 0

ATTRIBUTES: Agl 9, Int 10*, Prs 7, Per 9*, Str 7, Vit 9

Reactions: Quik +1, Savv +1, Stam +1*, Will +2

DEFENSE: 8

HEALTH: 9

COURAGE: 3

SPECIES ABILITIES: Atmosphere Requirement, Bonus Edge: Meticulous, Bonus Edge: Famous Event, Toxin Resistance

SKILLS: Computer Use (Programming) +4, Construct (Electronics) +5, Ranged Combat (Energy Weapons) +2, Engineering (Systems) +7, Language (Federation Standard) +3, Physical Sciences (Mathematics) +4, Repair +4, System Operation +5.

EDGES: Eidetic Memory, Famous Event, Meticulous, Unyielding

FLAWS: Arrogant**PROFESSIONAL ABILITIES:** Rounded

Additional Benzite Characters

ADEPT: Although very few Benzites exhibit psionic potential (most likely because the Birthing Chambers do not select for it), the few who do often recognize their psionic ability as a talent that sets them apart and offers an opportunity for rapid advancement. Psionically skilled Benzites almost always spend some time studying the mysticism and traditions of other species with more ingrained psionic traditions, such as the Vulcans, and adapt those systems for personal use. The successful development of strong psionic talent, because of its rarity, carries a commensurately high Andragov score.

ROGUE: While the culturally-ingrained Doctrine of Andragov makes underachievement and social deviance nearly suicidal, a few breakaways do happen. A Benzite rogue may have gone through an improperly attuned Birthing Chamber or may simply have wildly divergent ideas about progress, perhaps inspired by contact with other species.

SCIENTIST: The Benzite competitive drive leads intelligent and educated members of the species to heights of academic achievement. Benzites strive to be the first to prove a theory or document all permutations of an idea.

ERAS

ENTERPRISE: 22nd-century Benzites are in an industrial age, experiencing steady population growth and technological development. Because of their biology skills, the Benzites have fairly advanced medicine for the era, but because of their innate hardiness they pay little heed to the environmental consequences of their technology. Geostructures still experience sporadic warfare, using genetically-engineered soldiers, but treaties are underway to ban such experimentation and try to bring about a peaceful era.

TOS: By the 23rd century the Benzites are well into an information age. Meticulous study combined with their natural competition causes them to leap ahead in science, especially since they lack any sort of conservative religious structures. Space ships explore Benzar's moon and planetary system. While the Benzites have the technology to copy their Birthing Chambers, they are slow to spread outward, because the other worlds of their system have radically different resources.

TNG: When the Belaxalar geostructure finishes its warp experiments, the Benzites foresee a future of expansion and colonization. Their exploration indicates that, unfortunately, the atmosphere of their world is somewhat exotic, and they develop technologies to try to compensate. After ten years of careful searching they finally make contact with the nearby Federation. Cultural exchanges follow, and the Benzites quickly

decide that working with other worlds will increase their efficiency even further.

DS9: During the Dominion War, Benzites serve with distinction on the front lines, whether as Starfleet officers on ships or as scientists and engineers puzzling out enemy technology. Because of its relative distance from other Federation core worlds, Benzar remains safe and industrious throughout much of the war. Federation breakthroughs in understanding the Jem'Hadar come from Benzite doctors intimately familiar with genetic engineering.

VOY: A Benzite trapped far from home has a great deal of adjustment to make. Without a geostructure to compare scores, the Benzite has no relative sense of his achievements. The lack of Birthing Chambers makes it impossible to compensate for difficulties like the atmospheric problems suffered by early Benzite explorers. A Benzite lost far from home must set all of his own standards personally, or else radically change how he evaluates his own performance.



PERSONALITY

Outgoing and friendly, Betazoids generally feel a genuine sense of satisfaction in helping others. Using their telepathic abilities, some Betazoids attempt to foster understanding between alien cultures or those with differing points of view. Many combine their telepathy with a study of psychology, to help others understand their feelings, anxieties, or phobias. Those Betazoids who join Starfleet often combine these two



impulses into one, signing on as ship's counselor, where they can help fellow crewmates and advise on diplomatic matters.

Because they can sense the turmoil in the minds of those around them caused by discord, Betazoids have a strong predilection toward harmony. They prefer to resolve conflicts through non-violent means, and their dedication to peace and cooperation are well-known throughout the quadrant. Even the typical man on the street or shopkeeper works to resolve their disputes with a minimum of fuss.

Generally, Betazoids value candor and integrity (though they are capable of lying). Sometimes this rises to the level of brutal honesty, and those unaccustomed to this characteristic can find Betazoids arrogant, rude, or off-putting. They do not like liars; once lied to, it can be very difficult to regain a Betazoid's trust.

PHYSIOLOGY AND APPEARANCE

Outwardly, Betazoids resemble Humans in their Physiology and Appearance. They have the same range of height, weight, and build. Often, the only way to distinguish between the two is the limpid black eyes characteristic of Betazoids. They tend toward dark, olive complexions, and brunette or black hair.

HOMEWORLD

Betazoids hail from Betazed, the second planet orbiting a single Type G2V star called Hainara. There are four other planets in the star system, three of which

are Class-I gas giants. An abundant source of deuterium, as well as the system's close proximity to other Federation core worlds such as Earth, Tellar, and Vulcan, makes Betazed strategically important.

The planet has a total of five small continents, together with hundreds of islands grouped in archipelagos. Along the tropical latitudes, the planet is ringed with a band of lush rainforest. The temperate bands alternate between vast wetlands, grasslands, and forests. Betazed's numerous islands mainly consist of rocky, steep mountains wreathed with lush vegetation and tropical canopies.

HISTORY AND CULTURE

The earliest Betazoid legends tell the story of their struggle with mysterious enemies, an evil race of beings known as the "demons of pain and anger." These entities floated through walls and barred doors. When these entities descended upon a community, they brought with them anger and strife. Said to be able to make primitive weapons appear out of thin air, whole villages would be found to have massacred each other. An orgy of violence spread across the land.

The mystical hero Khrysaros used her great mental powers to defeat these flickering, ghost-like enemies. While it appears as though all Betazoids possessed some rudimentary form of telepathy, Khrysaros found a way, according to the stories, to develop this potential. She gathered several acolytes and trained them to battle the entities. They, too, developed incredible telepathic powers. The greatest among them was Rixx, who banished hundreds of these demons. (See the original series episode "Day of the Dove" as well.)

The Terabian

As the Betazoids ventured out into space, they eventually came into contact with other sapient beings. Among the first to be encountered, the Terabian were at first fascinated by Betazoid telepathy. The two peoples became fast friends, fostered ties between the two peoples, and many Betazoids and Terabian emigrated each other's world.

As more and more of the Terabian became familiar with telepathy, however, they came to fear unwanted intrusions into their private thoughts. Betazoids on Terab IV were rounded up and sent to internment camps to protect them from paramilitary groups roaming the streets and assaulting Betazoids. The Betazoids who avoided incarceration increasingly turned to violence to protect themselves; conflict erupted between rival Betazoid and Terabian gangs.

Betazed sent diplomats to resolve the situation. After lengthy negotiations, they won the freedom of interred Betazoids, persuaded the Betazed terroists to lay down their arms, and orchestrated a mass exodus from Terab IV. The Ruling Council of Betazed promulgated the Code of Sentience in response to this disas-

trous event, to guide Betazoids in their conduct among alien species. As a result, Betazoids prefer not use their telepathy on a non-telepath without permission.

With careful adherence to the Code of Sentience, the Betazoids have avoided a repeat of the Terabian situation and wide-scale persecution on other worlds. In fact, Terab IV eventually joined the Federation, their delegates requesting seats alongside Betazed's representatives, as a testimony to how far the two peoples have come.

Social Telepathy

Telepathy is the central organizational theme of Betazoid society. Among their own people, Betazoids communicate telepathically. Betazoid towns and cities are filled with an undisturbed (some off-worlders may say eerie) silence. Many resort to speech among non-Betazoids, out of respect, though this isn't universal. Betazoids dislike species whose minds they cannot read, such as the Ferengi, Breen, and Dopterians, feeling uncomfortable in their presence; this remains their only unresolved prejudice. Betazoids who lose their telepathic ability feel handicapped, frightened, and alone, with many choosing to lead their telepathically mute lives off-world among other non-telepaths.

Code of Sentience

The Code of Sentience guides Betazoids in their use of telepathy among non-telepaths. Individual Betazoids follow it to a lesser or greater degree, each according to his or her nature. Like any social code, it outlines what is acceptable, proper behavior, to both reassure non-telepaths and safeguard Betazoids:

- ▷ Reading the mind of another without his knowledge is taboo.
- ▷ Even when permission has been granted, the code forbids reading thoughts separate from the purpose of the mind reading.

- ▷ The code discourages a Betazoid from divulging what he reads to another without permission.
- ▷ It is considered rude for Betazoids to communicate telepathically with each other in the presence of non-telepaths.

Government

The great noble houses, descendants of Khrysaros' first acolytes, govern Betazed. They are ranked in the order in which their ancestor is believed to have joined Khrysaros. Rixx, for example, was the fifth to heed Khrysaros' call, and his descendants make up the Fifth House of Betazed. No other privileges stem from this rank.

Betazoid society is strongly matriarchal. The eldest female in the family almost always leads her house, following in the tradition of Khrysaros' leadership. Lwaxana Troi, Ambassador to the Federation, for example, leads the Fifth House of Betazed.

Every ten years, the twelve great houses meet in what is known as an *omaz* to select the five who sit on the ruling council. This legislative branch passes laws, debates vital issues, allocates resources, and issues directives to the bureaucracy. The ruling council makes all its decisions by coming to a telepathic consensus. Unlike many other governments, Betazed has no single ruler, speaker, or high commissioner, such as the Federation President or the Ferengi Grand Nagus.

A vast bureaucracy divided into many different *Rezari*, or departments, handles the government's actual day-to-day operation. The High Office of Defense, for example, commands the Betazed Defense Force (which served so valiantly against the Jem'Hadar during the Dominion War), while the High Office of Finance allocates resources to various government programs. Although by tradition only women may lead a great house or sit on the Ruling Council, there is no such restriction on men serving in the bureaucracy.

NEW FLAW: CODE OF SENTIENCE

You are dedicated to the Code of Sentience, which dictates when, how, and why you employ your telepathy.

EFFECTS: You must spend 1 Courage to use your telepathy on any subject who does not give express permission (including an incapacitated subject). You must receive permission each time you want to use your telepathy on the subject.

UPGRADE: You may upgrade this flaw to reflect your adherence to the Code of Sentience. The effects are cumulative.

CODE OF SENTIENCE 2: If you cannot successfully probe someone's mind, then you're not going to force it. You may not use Courage in any Telepathy skill tests.

CODE OF SENTIENCE 3: The most extreme interpretation of the code prevents you from using telepathy on anyone other than friends and family. You must spend 1 Courage to engage in Telepathy skill tests involving any other characters.

50+

145

7703

2517

2007

101+

0745

BETAZOID RELICS

Ancient relics like the holy rings of Betazed and the Sacred Chalice of Rixx are important symbols to Betazoid society. For most, they represent a touchstone to the past, or a symbol of office. A small group of Betazoids, however, believe these sacred relics possess true power.

Whether simply antiques of great historical value or enchanted relics capable of fanciful feats, not all Betazoid relics are accounted for. Certainly, such relics would be highly sought after, should their whereabouts become known. The following is a small list of items mentioned in Betazoid legends that remain lost:

- The Mighty Spear of Vard
- The Sword of Lexx
- The Blessed Lantern of Javv
- The Righteous Staff of Gond
- The Virtuous Wand of Kazz

Marriage Customs

To cement ties between households, the ancient Betazoids practiced a tradition of arranged marriages, in which the betrothed are genetically bonded to each other at birth. In those days, Betazoids distinguished between these marriages of convenience and their *imzadi*, or beloved (and the term continues to have overtones of "true love" or "soul mate" in the modern day). Weddings customarily required the bride, groom, and guests to go without clothes, to honor the act of love being celebrated and symbolize that all parties entered the agreement openly. Only the most tradition-minded Betazoids hold to these customs in the modern day.

LANGUAGE AND NAMES

Betazoids speak Betzed, and learn Federation Standard. They place their given name first, family name second.

FAMILY NAMES: Elbrun, Grax, Hagen, Morganth, Stadi, Suder

MALE NAMES: Andrus, Lon, Reittan, Tam, Talloc

FEMALE NAMES: Azuma, Deanna, Jemma, Kestra, Lwaxana, Yaxara

FAVORED PROFESSIONS

Starship counselor. Their telepathic abilities make it easy for Betazoid psychologists to diagnose and treat maladies associated with the rigors of deep space exploration. Their interest in exo-psychology makes them excellent advisors to their commanding officers, particular when dealing with alien intelligences.

SPECIES ADJUSTMENTS: All Betazoids exude confidence and strong personal magnetism (+1 Presence).

SPECIES ABILITIES

- ▷ **BONUS EDGE: PSIONIC:** Most Betazoids are born with telepathic abilities. Betazoid characters receive the Psionic edge for free.
- ▷ **PEACEFUL:** Betzoids have a strong impulse towards peace, and prefer to resolve differences through non-violent means. Betazoids make trusted and sought-after diplomats. Betazoid characters gain a +4 species bonus to Negotiate (Mediate) skill tests.
- ▷ **BONUS SKILL: TELEPATHY:** Thanks to culturally ingrained training, the vast majority of Betazoids are very adept telepaths. They receive Telepathy +2 for free before skills are selected. They treat this skill as a professional skill for the purposes of skill selection and advancement. Betazoids can read anyone's thoughts, but can only send messages to other telepaths.

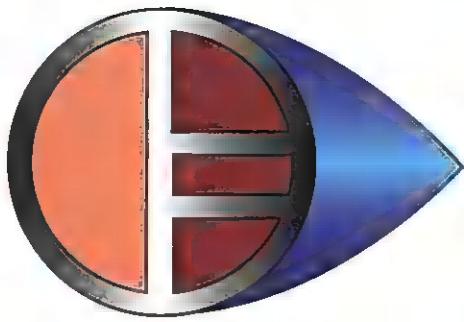
OPTIONAL BETAZOID TRAITS

Characters created using the Mixed Species rules on page 29 of the *Star Trek RPG Player's Guide* use the following species ability:

- ▷ **BONUS SKILL: EMPATHY (EDGE):** Children of Human-Betazoid marriages frequently exhibit diminished telepathic abilities. The character receives Empathy 3 for free before skills are selected. This ability replaces **BONUS SKILL: Telepathy**.

Most Betazoids begin to manifest their telepathic abilities during adolescence, but some unfortunate children are born with the ability to read the minds of others. To create such a character, use the following rules:

- ▷ **WITHDRAWN (FLAW):** The Betazoid withdraws from society, finding even the most casual contact difficult. Consequently, they suffer from diminished social skills. The character suffers a -4 penalty to all social skill tests.
- ▷ **IMPROVED TELEPATHY (EDGE):** These unfortunate Betazoids typically possess enhanced telepathic abilities. The character receives Telepathy 4 for free before skills are selected. This ability replaces **Bonus Skill: Telepathy**.



ENCOUNTERS

Betazoids inhabit the Alpha Quadrant, and can be found throughout the Federation core systems.

Betazoid Rogue

A consummate gambler and raconteur, this character uses his telepathic abilities to skew the odds in his favor, and if he gathers some useful information from his marks so much the better. He could be encountered in any starbase dive, or anywhere else ne'er-do-wells congregate.

ADVANCEMENTS: 9

ATTRIBUTES: Agl 10*, Int 8, Per 8, Prs 11*, Psi 8*, Str 8, Vit 6

REACTIONS: Quik +2*, Savv +2, Stam +1, Will +1

DEFENSE: 9

HEALTH: 7

COURAGE: 3

SPECIES ABILITIES: Psionic, Peaceful, Telepathy

SKILLS: Conceal (Cache) +4, **ENTERPRISE:** Business +2,

ENTERPRISE: Streetwise +4, Forgery +3, Gaming

(Roladin Wild Draw) +5, Impersonate +3, Influence

(Fast Talk) +4, Inquire (Fraternize) +4, **KNOWLEDGE:**

Culture (Betazoid) +4, **KNOWLEDGE:** History (Betazoid) +4, **KNOWLEDGE:** Specific World (Betazoid)

+4, **LANGUAGE:** Betazoid +4, **LANGUAGE:** Federation

Standard +1, Negotiate (Mediate) +1, Observe

(Listen) +3, **RANGED COMBAT:** Energy Weapons +3,

Stealth (Hide) +4, Telepathy +6

EDGES: Friendly, Wealth

FLAWS: Arrogant

PROFESSIONAL ABILITIES: Con Artist, Scoundrel's Fortune (Gaming)

Additional Betazoid Characters

ARISTOCRAT: Many noted members of Betazed's great houses offer their services as diplomats and statesmen, or embark on fact-finding missions on behalf of the Betazoid government (or for themselves). Use the diplomat profession or the Aristocrat supporting cast profile in the *Star Trek RPG Narrator's Guide*.

MYSTIC: Unknown to most Betazoids, and certainly the rest of the quadrant, a secret mystical society

continues to pass down Khrysaros' hidden teachings, said to result in fantastic psionic abilities. Sworn to protect Betazed from the "demons of pain and anger," these mystics travel throughout the galaxy, searching out their enemies.

SCIENTIST: As students of the mind, most Betazoids can be found throughout the Galaxy furthering their personal research or understanding of the Galaxy and its mysteries. A Betazoid psychologist could be found working in a Federation penal colony or studying exo-psychology. A sociologist might join a Starfleet monitoring team as it covertly investigates an alien society, or he might serve as a first-contact specialist aboard a Federation survey vessel.

ERAS

ENTERPRISE: During the years prior to the founding of the Federation, the Betazoids remain ignorant of Humanity, and even the Vulcans. The fledgling telepaths travel throughout their home sector, maintaining relations with several neighboring planets. Their planet's central location among what will become the Federation core systems, however, makes their discovery imminent.

TOS: The Federation invites Betazed to join as a member world, and the Betazoids accept the UFP's offer of membership. Their participation proves vital in negotiating several crucial agreements from this era, including the Second Khitomer Accords and the Treaty of Algeron.

TNG: As stalwart members of the United Federation of Planets, Betazoids make their presence felt throughout the quadrant. Betazoid diplomats negotiate several peace treaties, and the position of ship's counselor becomes synonymous with Betazoid Starfleet officers.

DS9: During the Dominion War, Betazoid counselors see an increase in maladies relating to the conflict, most common among them grief counseling. The Betazoid homeworld is attacked by the Dominion, threatening the neighboring systems of Vulcan, Tellar, and Andor. Betazoid resistance fighters make using their planet as a staging area for further attacks difficult. Founder shapeshifters discover that their usual techniques of terror and infiltration became impossible among a world full of telepaths.

VOY: A starship or station lost in the unknown may have many uses for Betazoid crew—not only for counselors to prevent madness and despair, but also for communications with alien races and during diplomatic situations.

BETELGEUSEANS

PERSONALITY

Betelgeuseans dislike change, and look to the past for answers to life's conundrums. They are introverted as a rule, focusing on their own behavior and concerned primarily with how others perceive them. They are not especially empathetic.

Betelgeuseans are unable to distinguish between fiction and history. To them, stories like Hercules and the Seven Labors, or the Epic of Gilgamesh, are as true as Zefram Cochrane's invention of the warp drive. Every Betelgeusean chooses a hero from their mythology to emulate. The Betelgeusean becomes the quasi-fictional character, typically adopting the hero's personality traits, interests, and quirks. It has been appropriately said that Betelgeuseans have only seven personalities that they use over and over.

PHYSIOLOGY AND APPEARANCE

Tall, thin humanoids with apparently delicate bone structures, Betelgeuseans look fragile. In fact, all Betelgeusans possess unusually strong skeletons, perhaps the result of high concentrations of bilenium in their environment. They stand approximately 1.5 to 2 meters tall, though their slight frames make them look taller. Their skin is bluish in color, ranging from pale to cerulean. Their eyes are deeply set, and they lack both hair and noses (they breathe through two nostrils set behind their ears).

HOMEWORLD

Betelgeusans occupy all three of the Class-M planets in the system orbiting Betelgeuse, a Type M2 I^b star, although they call Betelgeuse IV home (or Hav'a'halar in their language). The planet Hav'a'halar is a terrestrial world comprising a wide range of climates and environments.

HISTORY AND CULTURE

Betelgeusean history begins with the Age of Heroes, when gods walked among them, ordering the world, healing the sick, building the cities, and leading the masses.

Then came the Dark Age, when the heroes retreated to the realm of imagination. They left behind them only mortals—the Betelgeuseans—who did not know what to do. It became clear that Cordban—the embodiment of strife—remained to plague the now-leaderless Betelgeuseans. The deceptions and conflicts of the Dark Age pushed the entire planet into sporadic war-

fare. Without Lahile to heal them, though, and without F'ter to make them weapons, the Betelgeuseans soon lost the taste for war. Slowly, the Betelgeuseans learned to channel the power of their lost heroes, in a period known as the Age of Finding. They banished Cordban and set about remaking their world.

The Vulcans introduced Betelgeuseans to Earth in the 22nd century, in the form of several Lahilites who participated in the Interspecies Medical Exchange program. Although a few went on to serve on Human starships, Betelgeuseans remained reclusive. To them, the Humans were too mercurial, changing their personalities and refusing to hew to their chosen tasks; they were too much like Cordban. Betelgeuse did not join the Federation until the year 2270, after a long period spent observing the organization and its members.

Like all societies, the Betelgeuseans have their own government and laws, their own scientists and artists, their own mores and customs. What distinguishes them among the many species in the galaxy is their unusual practice of embodying the personalities of their cultural myths. This is a quasi-religious way of life called the Path of Emulation. At the age of six, a Betelgeusean decides which of the Seven Heroes he will strive to emulate:

▷ **ALTAA THE WARRIOR:** He who slew the beasts and cleared the land. Followers of Altaa collect weapons and practice contact sports. They like to hunt. They tend to be hot-headed and reckless.

▷ **CORBAN THE TRICKSTER:** He who tried to tear things down, because he didn't like them. This rogue often troubled Altaa, Doban, and Slichez, as he believed that he was more deserving of accolades, could rule better, and could profit from hidden knowledge. His followers tend to be jealous, scheming, and devious, and often pose as devotees of other heroes.

▷ **DOBAN THE RULER:** He who made the world and created the beasts and ordered the land. Followers of Doban typically become diplomats and politicians. They often discuss little with other Betelgeuseans, and keep their contacts infrequent. His followers tend to be haughty, noble, and wise.

▷ **F'TER THE CLOCK-MAKER:** He who set time in motion. Followers of F'ter like to tinker, play board games, and collect mechanical devices of all sorts. They are often inquisitive, thoughtful, and optimistic.

▷ **OST THE VAGABOND:** She who laughed and played all day, while the others worked. She brought joy into the world, and the sadness that comes afterwards. Her followers are joke-tellers, magicians, and actors. They are typically mischievous, light-hearted, and cunning.

BETELGEUSEAN PROFESSIONS

ALTA: Soldiers and starship security officers

CORDBAN: Spies, rogues, assassins, smugglers, thieves

DOBAN: Diplomats and merchants

F'TER: Scientists and starship science officers or engineers

Ost: Actors, entertainers, vagabonds

LAHILE: Doctors

Slichez: Scientists

FAVORED PROFESSIONS

Any. A Betelgeusean's profession depends on his archetype hero.

SPECIES ADJUSTMENTS: Betelgeuseans possess strong bones, despite their fragile appearance (+1 Vitality). Their self-centered natures make them less-than-magnetic personalities (-1 Presence).

SPECIES ABILITIES

► **ARCHETYPE HERO:** Betelgeuseans identify strongly with their hero, gaining increased confidence when they personify their archetype perfectly. After selecting skills, choose one professional skill affected by this ability. When your character achieves an extraordinary success in a test involving the named skill, he gains +1 Courage (up to his current maximum). This skill may not be changed during the course of play.

► **BONUS EDGE: ARCHETYPAL:** Every Betelgeusean receives a bonus edge based on his archetype hero. Altaa: Alert, Cordban: Skill Focus (Furtive), Doban: Confident, F'ter: Curious, Ost: Likeable, Lahile: Excellent Metabolism, Slichez: Multitasking.

► **RIGID:** Betelgeuseans conform to their assigned mythical roles, and do not deviate from them. An Altaa won't sneak, a Slichez won't bargain, and a Doban won't fix warp drives—even if the individual knows the skill. All skill tests involving non-professional skills suffer a -2 species penalty. Thus, an Altaa soldier with the Stealth skill suffers a -2 penalty to hide and sneak skill tests.

► **TOUGHNESS:** Betelgeuseans have strong musculoskeletal structures. They gain +2 Health.

Betelgeusean Diplomat

A follower of Doban, this character serves her people as a diplomat. She may join the entourage of the Betelgeusean ambassador to the Federation Council, or she could travel to another world on a fact-finding mission or to attend a diplomatic conference. Because she refuses to do anything other than her assigned role, she requires protection from Altaa soldiers (or the Crew).

ADVANCEMENTS: 6

ATTRIBUTES: Agl 8, Int 10*, Per 8, Prs 9*, Str 7, Vit 8

REACTIONS: Quik +1, Savv +1*, Stam +1, Will +2

DEFENSE: 8

HEALTH: 10

COURAGE: 3

SPECIES ABILITIES: Archetype Hero (Persuade),

BONUS EDGE: Confident, Rigid, Toughness

- **LAHILE THE MOTHER:** She who could not be beaten, because she was first. She plowed the first field and sowed the first crop. She bandaged Altaa after his many battles. Followers like to dance and sing, and create beautiful works of art. Her followers are often nurturing, kind, and outgoing.
- **Slichez the Thinker:** He who gathered the knowledge of the world and stored it in his great library. Followers of Slichez play complex, abstract board games when not performing scientific experiments. Followers tend to be quiet, reserved, and narrowly-focused.

As they grow up, Betelgeuseans study the myths of their heroes, and undergo tests designed to encourage them to respond as their heroes would. They join tightly organized groups called *naccords* made up of followers of a particular hero and led by a master. Although they once fought wars against one another, with each nation's Altaa *naccords* joining in battle, today Betelgeuseans recognize the importance of all heroes equally.

Betelgeuseans look at life through the prisms of the heroes they embody. When a devotee of Altaa does something, Betelgeuseans believe the original Altaa of legend is responsible. They take up professions appropriate to their heroes, and even adopt his or her personality and quirks. When they meet, Betelgeuseans expect each other to behave according to their chosen roles. A Betelgeusean in need of medical aid, for instance, expects the help of a disciple of Lahile, and disciples of other heroes won't intrude—even if skilled in medicine.

LANGUAGE AND NAMES

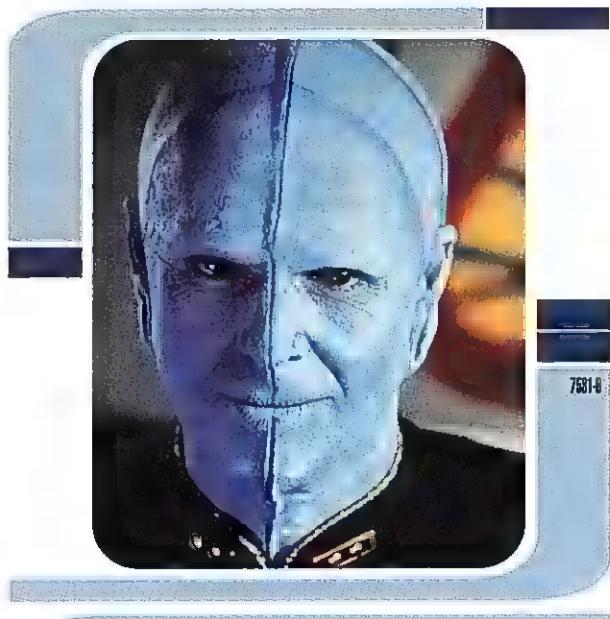
Betelgeuseans speak *j'Tai*, a highly stilted and symbolic language. They use given names, and the name of their chosen hero.

HERO NAMES: Altaa, Doban, F'ter, Lahile, Ost, Slichez

MALE NAMES: Botor, Eck, Gagan, Ond, Staban, Teles

FEMALE NAMES: Hilea, Lenen, Slenez, Welen, Yolen

SKILLS: Conceal +1, **ENGINEERING:** Propulsion +2, **SCIENCE:** Physical +1, System Operation +1, **KNOWLEDGE:** Culture (Doban) +7, **KNOWLEDGE:** History (Doban) +4, **KNOWLEDGE:** Politics (Doban) +5, **KNOWLEDGE:** Specific World (Betelgeuse IV) +7, **LANGUAGE:** Sopor +4 Computer Use (Retrieve) +3, Enterprise: Administration +6, Inquire (Fraternize) +7, **KNOWLEDGE:** Law +5, **LANGUAGE:** Vulcan +2, Negotiate (Mediate) +8, Persuade (Oratory) +7
EDGES: Confident, Contacts (Federation Council; Administration), Skill Focus (Diplomatic)
FLAWS: None
PROFESSIONAL ABILITIES: Gain Trust, Insight, Power Player



BOLIANS

PERSONALITY

The Bolians' famed drive, devotion and ability to cooperate won the race praise within the Federation and contributed to the growing number serving in Starfleet. Indeed, the Bolian work ethic strikes many observers as an inherent part of the race, as natural to them as their blue skin. Those who work hard and work well with one another garner great respect and admiration. An inability to do so practically marks one as a social reject.

Bolian work ethic differs in a number of ways from Humans', though at first glance they are extremely similar. Both focus on effort and accomplishment, and

both feature some version of the phrase, "Work well done is its own reward." Where they differ, however, is in the role of individual accomplishment. Bolians long ago accepted the idea that a team could accomplish more and do a better job than a single person, even if the time spent coordinating everyone meant that the entire job took longer. While the human work ethic glorifies individual accomplishment, Bolians feel that one's own success means little if the entire team does not succeed.

As a result, while Bolians can work alone when they need to, they much prefer to work with other like-minded individuals. A Bolian, doing his job as part of an efficient team, finds himself fulfilled and happy. Not only does he receive the approval of his teammates, but he also knows he can count on their support if anything goes wrong. When he works alone, or the team does not succeed, he may find himself unhappy or even depressed.

This does not mean that Bolians turn into mindless worker ants, or that they subordinate their own interests to those of the group. Bolians can become very critical of their group if they feel it is straying off course. The success of the group means much to them and makes them leery of anything that could contribute to its failure. A Bolian's teammates can expect his complete cooperation if they seem destined for success. Bolians avoid much (though not all) of the petty internal politics that mar many other groups. Should the group begin to fail, however, a Bolian can turn into its harshest critic.

The Bolian tendency to meddle with group dynamics leads many people to view Bolians as interminable busybodies. They constantly seek out teams with which they can work, and they subconsciously see many of their social groups as groups that they have to help succeed. As such, they constantly give advice or look for other ways to support their teammates. This can reach into many areas of their friends' lives. After all, if a friend's personal romantic problems begin to interfere with her work, or even look like they might, the Bolian feels he must do what he can to keep the friend effective as a teammate.

PHYSIOLOGY AND APPEARANCE

Similar to humans in size, weight and basic shape, Bolians tend to be slightly shorter and stockier than Terrans. Their legs, chests, and arms are usually a little thicker. Their most obvious differences, however, appear in their skin pigmentation and the structure of their heads. Their skin tone, similar to some ways to that of the Andorians, ranges from a yellowish green tinge to a darker blue-green tinge to medium blue. Their blood is also blue, with a high content of cobalt. In extremis, it's possible for a Bolian to receive specially-treated Andorian blood, a sign of the basic similarities in their physiologies.

The most notable outward difference of Bolian physiology is a bifurcating ridge that runs the length of the head, straight down the center along the nose. Some Bolians also exhibit a series of lesser ridges running perpendicular to this along the head at intervals of a few centimeters, spanning from ear to ear across the top of the scalp. Bolian men and women heighten the effect of these ridges by shaving their heads, a custom that makes the ridges more prominent and emphasizes their ears, which are slightly longer than most Humans'. For many Bolians, a bald head denotes physical prowess and dedication.

HOMeworld

The Bolians have made their mark on Bolarus IX as much as it has marked them. Primarily a water world, the small landmasses of the planet required that Bolians work well together in order to accomplish much. Such small cultures provided little room for anyone who could not work well with others. That the Bolians could build such a successful civilization on a planet of limited landmasses shows the effectiveness of their cooperation.

HISTORY AND CULTURE

Despite their tendency toward collaboration, serious divisions once rent Bolian society. Prior to its membership in the Federation, three nations dominated the planet. Their constant strife put the world in peril, and its earliest extraterrestrial contacts only exacerbated the problem. Alien races managed to play on Bolian group pride, turning it into jingoism and a hatred of others. As Bolian society developed, however, many began to realize the troubles this rampant nationalism caused. Contact with the Federation caused the other alien races to retreat and gave Bolarus IX the chance to form a united front.

While national divisions still mark Bolian culture, most consider themselves primarily members of the Federation and Bolarus IX, and only secondarily members of their own nations. Even though they only



joined the Federation in 2320, Bolians have already made marked contributions to this new team. Their natural inclination toward industriousness and their desire for approval from their coworkers makes many Federation members happy to work with them. Not many Bolians have joined Starfleet yet, but those who have serve with distinction.

The Bolian desire for teammates applies to almost every part of their lives, not just their professional roles. Bolian marriages often involve multiple partners, and for a man to have a wife and co-husband strikes none as unusual. All the partners' children are welcomed into the group, and Bolians take almost as much pride in their family members' success as they do in their own. Dysfunctional families prove a real embarrassment to their members and coping with them a major part of Bolian psychology.

Bolian psychology also addresses the race's desire for praise. Such praise does not have to be overt. Bolians relish the slightest recognition for their actions, and the most trivial positive feedback can turn into the approval a Bolian needs. While Bolians do not require extravagant praise, they do like a lot of it. They would rather receive many small compliments than one large commendation. Those who get neither tend to become morose and melancholy.

No Bolians like to see a teammate suffer, and they do their best to care for one another. Caregivers earn great recognition in Bolian society, and their compassionate nature surprises many who view this race as one of nonstop workers. This teamwork goes all the way to the deathbed, and assisted suicide has a long and honorable place in Bolian society. Known as "the double-effect principle," it legitimizes actions required to relieve suffering, even when those actions lead to death.

Bolians also seek out artistic endeavors that work best in teams. Dance, drama, and musical symphonies





attract many. Expert teams craft giant statues out of Bolian crystal steel. Bolian cuisine suffered from this, however, with many seeing cooking as a solitary endeavor. Lacking innovative mixes of spices, Bolians developed a taste for partially decayed meat. This became a staple of their diet, much to the consternation of many alien visitors, who often stick to the many varieties of tomato soup. Bolian drinks gained popularity throughout the Federation, though some joke that this is as much for the beauty of their glasses as it is for the taste of the Bolian Sunset Martini and Bolian tonic water.

LANGUAGE AND NAMES

While Bolarus IX's three main nations each have their own ancient languages, a common Bolian tongue came to prominence shortly before first Federation contact. Most refer to this language as Bolian, though native speakers also know it as Clifsonian. Structurally close to Federation Standard, its linguistic similarities have caused some past embarrassments. For instance, the human name Frederick translates into a Bolian obscenity.

Bolians from the largest continent, Rasara, take only a single, family name. Other Bolians take two names. Most Bolians use their family name in interpersonal dealings, with the individual name (if any) simply used to differentiate the individual from the rest of the family when necessary.

FAMILY NAMES: Adislo, Arlin, Bokk, Chell, Franek, Haro, Mot, Parrin, Rixx, Taneko, Tannekar, Vadosia, Vaxx, Zar.

MALE NAMES: Boq'ta, Darz, Fetar, Hars, Hranok, Korvin, Kot, Letan, Morin, Mot, Rim, Sef, V'Sal, Vaxx.

FEMALE NAMES: Alba, Arene, Darzana, Halora, Lysia, Mitena, Neera, Syldra, Tamisit, Vado.

FAVORED PROFESSIONS

Starship Operations Officers. Bolians like having people call on them to make things right, and this profession gives them that chance. Such a position almost always requires that they work closely with other people, an experience they find extremely rewarding. While the soldier profession also allows them to work with others, it rarely gives them the chance to create and repair, the kind of work they most enjoy.

SPECIES ADJUSTMENTS: +1 Agility, -1 Strength.

Bolians rely on team effort and coordination; over time this means that they developed good motor skills and responsive dexterity, but they rely on group strength. The Bolian circulatory system relies on thinly-striated capillaries throughout the body's musculature, which means that their muscle fibers are weaker than Humans', but looser and more flexible.

SPECIES ABILITIES

▷ **BONUS EDGE: COORDINATOR:** The Bolian ability to work well with others makes them most effective when they act as part of a team. Bolians gain the Coordinator edge automatically (see the *Star Trek RPG Player's Guide*, page 133).

▷ **BONUS EDGE: ALLY 2:** Even a Bolian who's recently transferred to a new location quickly tends to make friends. A Bolian always has a couple of allies to call upon at need.

▷ **SELFLESS:** When a Bolian risks his life to save someone else, he regains an extra Courage point automatically. So, if a Bolian expends 2 Courage points to leap in front of a trap that's about to strike his teammate with poisoned spikes, the Bolian imme-

diately regains one Courage point, and refreshes the other one normally when the Narrator decides to return Courage points to the character.

- ▷ **SMALL GROUP DYNAMICS:** Bolians naturally excel at tasks involving small group interactions. They gain a +1 species bonus to all Enterprise skills, as well as Inquire (Fraternize) and Tactics (Small Unit). Any team-based Gaming or Sport tests also gain this bonus.
- ▷ **WORKS WELL WITH OTHERS:** Thanks to their experience with group synergy, Bolians perform outstanding work when they're following directions and supporting a team effort. A Bolian grants a +1 species bonus on combined tests when working as a participant. This stacks with the Coordinator edge, above, so a group with a Bolian leader and a Bolian participant gains a +4 bonus if the Bolian team member scores a marginal success—+1 for the marginal success on the combined test, +1 for the species benefit, then doubled because the leader has the Coordinator edge.

ENCOUNTERS

Bolians now pop up throughout the Federation, though their membership in Starfleet remains low. Their numbers seem a little inflated, however, since they usually gravitate toward areas where people congregate anyway and rarely seek isolated roles or locations. They tend to appear the most in areas where industry and enterprise are prevalent.

Bolian Ops Officer

The Bolian operations officer keeps everyone working efficiently on a starship. Allocation of power and resources, communications flow control, and coordination of crew efforts—these all place the Bolian in the middle of the ship's vital team effort. Every team eventually coordinates through the efforts of the ops officer. Whenever the ship succeeds, it's a reaffirmation of the importance of that team effort, and of the operator's contributions.

ATTRIBUTES: Agl 9*, Int 10, Per 8, Prs 8*, Str 3, Vit 10
REACTIONS: Quik +2, Savv +2*, Stam +1, Will +2

DEFENSE: 8

HEALTH: 9

COURAGE: 3

SPECIES ABILITIES: Coordinator, Multitasking, Chatty

SKILLS: Athletics 3, Computer Use (Hacking) 4,

ENGINEERING: System 2, Inquire 1, **KNOWLEDGE:**

Culture (Bolarus IX) 3, **KNOWLEDGE:** History (Bolarus IX) 4, **KNOWLEDGE:** Specific World (Bolarus IX) 3,

LANGUAGE: Bolian 3, **LANGUAGE:** Federation Standard 2, Politics (Bolarus IX) 2, **RANGED COMBAT:** Energy

Weapons 3, Religion (Bolarus IX) 3, Repair 1, Survival 3, System Operation (Operations Management) 4, **UNARMED COMBAT:** Brawling 3

EDGES: Contacts, Iron Willed

FLAWS: Devotion (Local Bolian civilian)

PROFESSIONAL ABILITIES: Starship Duty, Station Proficiency

Additional Bolian Characters

DIPLOMAT: The idea of working in a team that makes even larger team efforts possible holds strong appeal for Bolians. As gregarious, chatty creatures, the Bolians certainly have no trouble opening dialogues, and their desire to find ways of working together helps them to make necessary compromises.

ENVOY: The same qualities that make Bolians excellent diplomats also lend them skill as envoys. A Bolian envoy has no trouble making new friends among alien cultures, and excels at gathering a team of envoys to seek out new life forms and new civilizations.

MERCHANT: A Bolian merchant makes one of the most amicable dealers around. The Bolian love of recognition ensures that they'll settle good deals for customers who are happy and outgoing with them—a self-feeding process, as the happy customers keep coming back and bringing in more good business.

ERAS

ENTERPRISE: The Bolians remain in the midst of planetary warfare during the 22nd century, with their three large nation-states engaged in struggles over cultural differences (with territory and resources being only ancillary concerns to the Bolian psychology).

TOS: By the 23rd century, the Bolians are well on their way to planetary unity. Their contact with other species fosters a sense of identity common across their national boundaries. Still, the Bolians lack many of the tools and impetus to put aside their hereditary differences. None of the Bolians' alien contacts have any real desire to help the Bolians in their unification, but Bolians do start showing up offworld in merchant fleets and their own primitive starships.

TNG: The 24th century sees radical changes as the Federation helps introduce Bolians to new ways of thinking. The Bolians see their membership in the Federation as a means to become part of an even larger group effort. As a result, species cooperation reaches new heights. Once Bolians join the Federation, they become a prominent minority presence in Starfleet.

DS9: The Dominion War sees heavy casualties among Bolian crewmembers, but the most terrible are the Bolians who lose so many friends and crewmembers to the war that they go into shock. The loss of entire ships means that some Bolian survivors have nobody left to consider part of their team, and many survivors slip into catatonia as they lose the parts of

their personal identity that they tied up in the team. Nevertheless, the Bolians see the greater war effort as the trial by fire for their Federation membership. Even Bolians who don't serve in Starfleet often distinguish themselves through their collective efforts in relief work, engineering research, and planetary defense.

VOY: Lost far from home, ■ Bolian looks to her few remaining crewmates as a source of affirmation and unity. Especially in a setting without other Bolians, the individual must bond with other crewmembers who may not understand the Bolian's social needs.



PERSONALITY

The Borg are cybernetic lifeforms from the Delta Quadrant, part organic, part artificial, fused into a single hive consciousness that eradicates individual personalities. Hence, all Borg think and act the same, their single "mind" controlled by a highly sophisticated central processor called a *vinculum*. Each Borg base or starship (a "cube") has a *vinculum*, which unites Borg consciousness through a unique subspace frequency. Each member of the Borg Collective, called a drone, receives and emits signals from its home *vinculum*. The "thousand" voices it processes and transmits flood through the minds of all drones, uniting them in a single (if cacophonous) "hive" mind.

Individual beings exposed to the chatter of Borg minds on the Collective's frequency find it hard to concentrate, and often feel as if they are going mad. The only relief is to either shut off the frequency and the voices, or to lose one's individuality into the Collective—to become a drone.

Borg "breed" by assimilating other beings from various species and cultures. They capture these beings and inject nanoprobes into the victim's blood, which then grow microcircuit fibers throughout the body, taking over its functions. This expands into cortical implants and neural subprocessors, effectively replacing the subject's brain with a Borg brain, one that receives directives on the Borg frequency.

Sometimes, new drones are grown in maturation chambers, genetic vats that take organic entities from fetal stage into adulthood, implanting devices during its development. More often, however, drones originate as assimilated beings. These assimilated drones, if removed from the Collective, must begin a long, hard process of remembering their former lives and redeveloping an individual sense of self. This task is hardest for those beings who were assimilated as children, before they matured. Separating ■ drone from the Collective is not easy, for the Collective will usually seek to reintegrate lost units. Homing beacons attract them to the wayward drones.

Species to be assimilated are designated by ■ species number (humans are Species 5618). Assimilation doesn't simply involve turning a person or group of people into Borg; it also involves merging their memories—especially those concerning technology—into the Collective, so that the Collective can grow, gaining new technologies to better assimilate new species. As the saying goes: "We are the Borg. You will be assimilated. Resistance is futile. Your biological and technological distinctiveness will be added to our own."

Some species are unworthy of assimilation—they are judged to have no distinctness or technology worth adding to the Collective. The Kazon are one such species (a mixed blessing, perhaps—boring, but safe from Borg assimilation).

The Borg ignore species or beings that pose them no threat. This often makes it possible for some people to walk among them—even in their starship cubes—with-out being bothered by the drones, who go about their work, which takes greater priority than bothering with harmless intruders. Once the intruders prove harmful, however, the entire weight of the Collective is turned against them.

The Borg do have one being who seems at times to have an individual personality: the Borg Queen. This individuality, however, is an illusion, for "she" is in fact a highly sophisticated artificial intelligence generated by the synergy of the Collective's thousand minds, based on the core organism and personality of an assimilated drone (from Species 125). She can manifest

in any Borg ship that has the proper material with which to form her body. She has a degree of autonomy and creativity unseen in any drone, and represents as close a thing as the Borg can get to a central brain. If she is destroyed, it sets back the tasks of the entire Collective until she can manifest again.

Most of the Borg encountered have been humanoid, but it is possible that there are non-humanoid drones in ships of their own. Borg mix organic and artificial structures. Their flesh is kept alive by biochips that synthesize whatever organic nutrients the species requires. If denied this technological upkeep (through a long-term power outage, perhaps), their flesh quickly necrotizes. To stave off such a death of the flesh, the Borg must also regularly undergo regeneration sessions by standing in specially designed alcoves. When they have no immediate tasks assigned to them by the Collective, they plug themselves into their alcoves until needed.

If a drone dies, it can still be reactivated up to 73 hours later using special nanoprobe (this technology was gained by assimilating Species 149). Drones too damaged to function are deactivated and scavenged for parts. A drone that learns it is irrelevant to the Collective will willingly deactivate itself.

All that a Borg needs to operate indefinitely is a power source. They have adaptable energy conduits that can siphon energy from just about any source.

Thanks to the constant tactical monitoring of all Borg by the Collective, each drone can adapt its armor and energy shields to resist enemy attacks. All an enemy usually gets is one or two good shots before the Collective has analyzed its weaponry and developed a defense against it—a defense given to every Borg linked to the vinculum of the ship or base being attacked.

Borg drones appear to be quite homogenous. While their basic facial features and body types remain the same after assimilation, drones all wear the same black armor and are fitted with an array of technological implants, the most recognizable being the glowing, round eye that replaces one of the drone's original eyes. One limb is usually replaced with an artificial device bearing numerous tools and even weaponry.

HOMeworld

The Borg homeworld was completely assimilated long ago, and is now a teeming mass of organic matter and machinery working together in a strange, horrifying grid toward purely practical but ultimately meaningless goals. The homeworld is no longer unique or necessary to the Collective, except as another node in an ever-increasing, star-spanning domain.

Despite the enormous threat posed by the Borg, few races—in any quadrant—have any real knowledge of Borg history. Surely, buried deep in the memory of the Collective, is some account of what this world was once like before the Borg claimed it entirely, but none

know this story. Did it host a culture of scientists whose race for the next big technology blinded them to the dangers of their experiments? Who or what was Species 1? The answers to these and similar questions are unknown and, given the present state of the Borg, now meaningless.

The Collective is an amalgam of all the cultures it has assimilated, but it doesn't practice or celebrate any of them. Instead, it values only cold efficiency and practical work. Its drones do the jobs assigned them, and when done plug themselves into their regeneration alcoves until called up again for more labor. The Collective's only urge is to assimilate new technologies. The unique diversity of other species is only meaningful to it so far as it can be turned toward technological uses. Emotions and morality are literally meaningless, wasted sentiments.

LANGUAGE AND NAMES

The Borg can call upon all the languages of every species it has assimilated. Borg drones speak no language of their own, but instead communicate in impulses and programming codes through the Collective's unique frequency.

Drones do not have names. Instead, they carry numerical designations, such as:

Two of Nine, primary adjunct of unimatrix zero one; Three of Nine, auxiliary processor of unimatrix zero one; Four of Nine, secondary adjunct of unimatrix zero one; Seven of Nine, tertiary adjunct of unimatrix zero one.



FAVORED PROFESSIONS

Borg drones do not need professions. They have only two possible tasks: maintain Borg technology and assimilate other species. As a result, Borg is a profession as well as a species designation. Borg use the following skills as professional skills:

Computer Use, Construct, Demolitions, Engineering, Knowledge*, Language*, Repair, Science*, Tactics*, Unarmed Combat (Assimilation—grapple to inject tubules into target)

* Borg Collective database—includes all memories, languages, sciences and tactics known to every species assimilated.

Borg drones have no favored attribute or reaction.

With an eight-hour refit process (typically done during a regeneration cycle), a Borg can also be reprogrammed and modified to perform any two other skills as professional skills. Individual drones almost never possess the specialized abilities of professional advancements; the Collective does not rely upon such levels of autonomy.

SPECIES ADJUSTMENTS: +2 Strength, +2 Vitality, -2 Agility, -2 Presence. Borg drones evidence extremely tough and strong physiology because of their bionic implants. Conversely, their lack of personality makes them uninspiring, at best. Most Borg are slow and deliberate in their actions, because the Collective rarely feels a need to react rapidly—given time, the Borg will overrun just about any obstacle. Borg species adjustments apply on top of the adjustments of the original species. Thus, a Borg Klingon is frighteningly strong, while a Borg Vulcan is extremely unsettling.

SPECIES ABILITIES

▷ **ADAPTATION:** The Borg Collective can analyze attack types and quickly develop defenses for all its drones. Only the first shot counts. After that, a weapon must be randomly remodulated to remain effective. The attacker and the Borg player both roll 2d6. If the totals come up the same, the Borg have adapted, and that weapon type, even if remodulated, is no longer effective. If the numbers are different, the modulation works, but the Borg will remember that modulation number if it comes up again in a later attacker's roll. Borg can also adapt to other technologies, like frequency-remodulated shields, in this manner. Adaptation may take days or longer in the case of highly advanced or unusual technologies, such as transphasic torpedoes or psionic amplifiers.

▷ **HIVE MIND:** The unity of the Collective means that all minds serve as one mind. All Psionic tests to affect a Borg mind must affect the entire

Collective—typically, meaning that the psionic must successfully affect over a thousand minds at once. Furthermore, the technology of the vinculum asserts itself over individual personality, so in the round immediately following the initial psionic influence, the Collective makes a new reaction test with each member working as a combined test (see the *Star Trek RPG Player's Guide* page 106)—on average, that's over +500 to the reaction test. Physical results of psionics, such as the psychokinesis power, function normally.

▷ **INFLEXIBLE:** Drones have no creativity, and the Collective provides little help in this area. Drones generally take twice as long as normal to solve any problem that is not technologically oriented. During this time, they scour databases for solutions used by assimilated species (rather than making up their own solutions). When faced with an unusual non-technological situation, a drone typically takes one round to research the situation before taking action. Furthermore, Borg drones that are not given a level of autonomy have no Courage points. Note: In rare cases, the Queen may designate an autonomous drone, such as Locutus. Autonomous drones do not suffer from the Inflexible species ability, and they can have and use Courage points. The downside, of course, is that they might use those Courage points to try to overcome Borg conditioning (as Jean-Luc Picard, as Locutus, did to warn the crew of the *Enterprise-D*).

▷ **REGULATED PHYSIOLOGY:** Drones do not feel pain. They suffer no injury penalty to their tests. What's more, they cannot be stunned, and thus need not make a Stamina reaction test for being stunned (this also makes them immune to the Vulcan nerve pinch). Drones do not suffer from fatigue, although typically each drone requires a regeneration cycle similar to a normal humanoid sleep period.

▷ **SPECIES FLAW: SLOW:** Drones possess slower than normal reflexes, suffering a -2 penalty to Quickness reaction tests.

ENCOUNTERS

Borg exist mainly in the Delta Quadrant, but their transwarp drives can deliver them into any other quadrant they choose to visit, although they usually make such a journey only for a specific reason (such as to assimilate Species 5618). Such excursions are rarely undertaken by anything more than a single cube, or a tiny fleet at most (2-5 ships total). If these advance scouts are destroyed or turned back, the Collective will re-calculate its strategy of assimilation, which may take years, before trying again.

Typical Borg Drone

The typical Borg drone could come from nearly any base humanoid species. Its Borg modifications make it a tireless worker in whatever field it is assigned.

ADVANCEMENTS Agl 4, Int 6, Per 7, Prs 5, Str 9, Vit 10

ATTRIBUTES: Quik -2, Savv +0, Stam +2, Will +2

DEFENSE: 7

HEALTH: 11

COURAGE: 0

SPECIES ABILITIES: Adaptation, Hive Mind, Inflexible, Regulated Physiology, Species Flaw: Slow

SKILLS: Computer Use (Retrieve) 6, Construct 4, Demolitions 3, **ENGINEERING:** Systems 4, **KNOWLEDGE:** Borg Collective database 3, **LANGUAGE:** Borg Collective database 3, Repair 4, Science (Borg Collective database) 3, Tactics (Borg Collective database) 3, **UNARMED COMBAT:** Assimilation—grapple to inject tubules into target 4

EDGES: Multitasking

FLAWS: Slow

PROFESSIONAL ABILITIES: None

Additional Character Types

DIPLOMAT: On rare occasions the Borg may assimilate an individual as a diplomat specifically to bring a recalcitrant race to heel. Often, a persuasive, well-respected authority figure can sway resisters who might be willing to die rather than suffer assimilation. Locutus, the assimilated version of Jean-Luc Picard, was one such unit, given a level of special autonomy in order to better attempt to sway the Humans into accepting their new existence in the Collective. Of course, this can backfire when an autonomous diplomatic unit manages to assist its former species, or provokes outrage as a martyr figure. Diplomatic drones are typically autonomous.

SOLDIER: While most drones serve highly generalized functions, some Borg ships serve specifically as tactical cubes. On such vessels, drones may be refitted with more offensive hardware and less repair and maintenance material. A drone refitted for soldier duty typically possesses skill in energy weapons and armed combat, using specially designed and implanted weapons and blades.

SPECIAL FORCES: Very rarely, the Borg Queen may require a special group with autonomous capability for an infiltration mission. Enemies that the Borg can't attack directly can still be suborned. Drones outfitted for special forces duty usually have a modicum of individual personality and are autonomous.

ERAS

ENTERPRISE: The Borg of the 22nd century are comparatively "primitive," having only assimilated (roughly) a thousand species. Nevertheless, they repre-

sent a grave threat simply because of their widespread presence throughout the Delta Quadrant and their ability to adapt to the weapons of most other species. Only their great distance from the Alpha Quadrant, along with their lack of any reason to visit such a far-flung region of the Galaxy, keeps Earth and the developing worlds there safe.

TOS: The Borg still have not made contact with the Federation in the 23rd century, although there is some evidence that they may have encountered certain Alpha Quadrant species sporadically—the existence of superweapons such as planet-killers might be a response to the Borg. Starfleet vessels in this era would most likely succumb quickly to Borg attacks, and only individual heroics and unique strategies would be able to overcome Borg regeneration and adaptability.

TNG: Once the Q introduces the *Enterprise-D* to the Borg, it's only a matter of time until the Borg establish an Alpha Quadrant presence. Presented with a species having distinctive technologies and cultures, the Borg make assimilation of the Federation a moderate priority, and divert some resources to the construction of transwarp corridors to the Alpha Quadrant.

As initial survey cubes meet determined resistance, the Borg alter their priorities and determine that the Federation constitutes a threat species, to be dealt with on stronger terms. Fortunately, this gives the Federation a breather as the Borg regroup, but means that any future threats by the Borg in this era may be overwhelming.

DS9: The Dominion War doesn't interest the Borg, and it's fortunate for Starfleet that the only Borg attack in this era comes about as a result of tampering with the timeline in an unsuccessful attempt to assimilate humanity before the creation of the Federation. Regardless, if the Borg became aware of the existence of the Bajoran wormhole, they would undoubtedly make assimilation of Deep Space 9 a priority, so as to gain access to the Gamma Quadrant. A Borg-Dominion war would prove devastating if the Borg managed to assimilate the Dominion.

VOY: Trapped in the Delta Quadrant, Voyager had no choice but to face the Borg head-on. A combination of diplomacy and cunning allowed the lone starship to survive where entire civilizations had fallen. Future encounters with lost ships might see the Borg more cautious about their dealings.

Conversely, the Borg have on occasion sent out scout vessels, and some of these ships have crashed or become lost; Borg drones in such situations, cut off from the collective, can suffer myriad problems—re-establishing identity, trying to re-connect to the Collective, or simply struggling to make repairs and survive against hostile species that recognize the threat of the Borg.



BREEN

PERSONALITY

Little is known of the Breen by other races, for they keep to themselves. They are secretive and aggressive, although they don't exalt violence for its own sake—their aggression serves a purpose. As the Romulans say, "Never turn your back on a Breen." They earned this reputation by opportunistically preying on the conflicts of other races, rarely involving themselves directly but profiting on the margins through such odious practices as slavery. They intentionally keep their motives and feelings hidden from members of other races—Betazoids cannot empathically detect them—enhancing their image as rigid inhabitants of a freezing homeworld. It is presumed that they are more open among their own kind, but this can only be speculated upon, for few non-Breen have ever gotten close enough to them for any significant period of time.

Breen do not appear to be excessively individualistic, for most encounters with them are associated with group endeavors. Indeed, their ability to maintain their secrecy hints at a highly cohesive clan or governmental structure, one that has yet to produce rebels or iconoclasts willing to break the seal of silence. When acting alone, Breen are quirky and unpredictable, seemingly displaying a neurosis due to working apart from a group. Some xenologists speculate, however, that they fake this behavior, wishing to foster the idea in other races that they cannot effectively work alone.

What can be safely predicted about a Breen is that he will act in his own self-interest—which is to say, in the Breen culture's best interest, regardless of the hard-

ships endured by those who stand in the way. The Breen seem callous to the suffering of others, although they don't go out of their way to cause it—they simply don't heed calls for aid or relief unless there is something to be gained for themselves, whether it be money, technology or territory.

PHYSIOLOGY AND APPEARANCE

Breen are humanoid, sharing the same average height and build as humans—presumably. Only a very few have ever been seen outside of their encounter suits: sealed, refrigerated suits of armor designed to keep them comfortable in adverse conditions—any temperature not below freezing. Their reputation as cold-blooded and heartless may be partially true—they have no blood at all (hot or cold) and thus no need for a central circulatory organ or heart. Xenologists have thus speculated that they might be silicon-based lifeforms, but there is no evidence to support this theory beyond the known lack of a circulatory system.

In fact, they are walking sacs of ammonia and gelatin. In what Humans would consider freezing temperatures, Breen body gelatins are solid or semisolid; in more "normal" temperatures, Breen bodies literally boil and evaporate away. While they possess skeletal structures, they have no standard organs except for eyes, ears, tongues, brain, a pair of lungs, and a layer of purple, blue-veined "skin" capable of tactile sense. Their nostrils are used to filter oxygen but they have almost no sense of smell. Their external morphology is humanoid, with fingers and toes, but they have no body hair or finger- or toenails.

Their internal structure consists of layers of permeable chambers filled with a gelatin that maintains its semisolid consistency in extremely cold temperatures but which breaks down under high temperatures (70 degrees F and above). This gelatin oozes from chamber to chamber, transferring chemicals with it, with each chamber providing a slightly different function (digestive, reproductive, regenerative, etc.). The end result is an organism not too different in function from a Human: the Breen eat, excrete, breathe, see, hear, talk, feel and think. They don't, however, bleed; any wound seals up with a hard layer of gelatin, leaving a calcified scar unless treated with Breen medical techniques.

HOMeworld

The name and location of the Breen homeworld is unknown, although it is believed to be in a sector adjacent to Sector 97, where they have known outposts. The world is said to be a frozen wasteland, so cold that humans could not survive there without special gear.

Those few explorers who have stumbled across this world have left no record of its location (although it is believed that Starfleet Intelligence and the

Romulans know). Seedy bars across the galaxy, however, abound with legends of the dangerous, furred reptiles that roam its surface, once forcing the ancient Breen to live in underground caves or on mountaintop peaks. Presumably, the current, technologically advanced Breen have overcome this problem and either controlled, eradicated or domesticated these hairy dragons. A Ferengi on Deep Space Three who was known to have ties to the Breen once tried to sell something called a slurtha-fur blanket, but he later mysteriously refused to admit he'd ever seen the thing or knew what it was.

HISTORY AND CULTURE

The Breen are politically nonaligned. They do not take part in official treaties or alliances, although their representatives do occasionally attend certain diplomatic gatherings. Outsiders have yet to figure out what selection process they use to decide which such gatherings are important. They seem to attend such meetings only to gather information, not to participate. Since they have so far proved to be non-expansionistic and have initiated no wars, they are left alone by most other races.

Breen society is a cipher. They do have two genders, male and female, and it is common for them to bear children at young ages. Some xenologists conclude from this that they suffer a high mortality rate, and thus urge females to begin bearing at early ages, to increase the number of offspring each female can deliver throughout her lifetime. Others posit instead that they have shorter lifespans than humans, and hence come to sexual maturity earlier. Until the Breen themselves reveal the truth, the question will perhaps remain unanswered.

Breen government resembles primitive tribalism, except that all Breen are members of a single tribe. Whether this has always been so or is a historical development is unknown. They gather into groups where different members assume different roles, seemingly by voluntary consensus rather than autocratic dictate. Leaders rule only so long as the group allows them to. Their starship attack tactics seem to bear this out, for each ship seems to have a high degree of independent autonomy, only working with others in an engagement through mutual consensus or agreed-upon tactics.

LANGUAGE AND NAMES

Breen. Some Breen pilots have been known to speak Federation Standard, Cardassian and Ferengi.

Breen naming conventions remain unknown. The Breen do not share their personal names—if they indeed have them—with non-Breen. Instead, they insist they be called by their roles: “diplomat,” “pilot,” etc. Some interstellar Breen smugglers and criminals adopt titles or monikers to interact with their clients.

FAVORED PROFESSIONS

Rogue, Soldier, Starship Officer (any type). Breen are sometimes involved in extralegal activities, although usually in groups rather than as individual crooks. They post well-trained guards and security personnel to oversee slaver operations or subterfuge missions to foment conflict among other races. Their cloak-capable fleets have encountered Starfleet ships on a number of missions, and they have come into brief conflict with the Cardassians and Bajorans. Their starship personnel seem at least as competent as these races' own.

SPECIES ADJUSTMENTS: +1 Vitality, -1 Presence. Thanks to their undifferentiated body structure, the Breen are difficult to injure. The lack of specific vital organs beyond some vague compartmentalization prevents them from suffering from a host of diseases, or from injuries that would be critical to other species.

SPECIES ABILITIES

- ▷ **BLOODLESS:** Breen, who have no circulatory system, are immune to any poisons or toxins that would affect the bloodstream. By the same token, it's impossible to take a blood sample of a Breen.
- ▷ **BONUS EDGE: SUIT TRAINED:** All Breen who leave their homeworld receive extensive training with their environment suits, and thus suffer no penalties while working in them.
- ▷ **EMPATHIC CIPHER:** Empathic scanning doesn't work on the Breen; they simply don't seem to have emotions in the same sense as other races. In addition, others suffer a -3 penalty to Mind Control or Telepathy skill tests when searching a Breen's mind for information.
- ▷ **SECRETIVE:** Breen have a natural tendency toward closed-mouth behavior. Their culture and upbringing leave them taciturn, and they never volunteer information. As a result, it's very difficult to “chat” with a Breen, or influence one, or even intimidate one; they just don't respond to social contact in the same way as other species. Breen gain a +1 Savvy bonus.

ENCOUNTERS

Breen can be encountered in the Alpha and Beta Quadrants. Rumors persist that a lone Breen ship has been seen now and then in the Gamma Quadrant, on unknown business. The Breen have a number of operations going, from smuggling goods throughout various territories (usually through hired pirates or proxies, like the Ferengi) to colonizing out-of-the-way planets nobody else seems to want—usually very cold ones.

1207

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W/2

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They have been known to run dilithium mining operations on worlds such as Dozaria.

The Breen are certainly not above involving others in their schemes—as pawns, not partners. Regional conflicts among newly settled colonies or mining operations are now and then traced to Breen provocateurs. Their space fleet's cloaking technology allows them to travel unseen, fomenting all manner of unknown problems. Conversely, they have been blamed for incidents later proven to have nothing to do with them. Few accusers are willing to apologize to them for such mistaken accusations, however, for the Breen may not be involved this time, but they are surely plotting similar schemes for another time.

It is unknown just what incidents caused the Romulans to become wary of them, but certainly the Romulans treat the Breen with suspicion more than disdain—a sign that the Breen are dangerous and not easily ignored. The Federation has perhaps not yet begun to feel the sting of a full Breen operation.

Breen are known to use Type-III disruptor weapons, while their starships carry formidable energy dissipator weapons.

Breen Instigator

This lone Breen figure is notable for his solitari-
ness. He works solo, although his schemes do seem to aid other Breen, so he is doubtlessly working for the Breen government. Since he is an independent agent, however, the Breen can (and have) refused to take responsibility for his crimes, claiming he is a rebel. Starfleet Intelligence has given him the moniker "Breen Agent Provocateur," for they believe he is behind the ignition of certain conflicts designed to make it easier for the Breen to secretly set up mining operations in war-torn sectors.

ADVANCEMENTS: 2

ATTRIBUTES: Agi 8*, Int 8, Per 9*, Prs 7, Str 6, Vit 9

REACTIONS: Quik +1*, Savv+2, Stam +1, Will +1

DEFENSE: 8;

HEALTH: 9

COURAGE: 3

SPECIES ABILITIES: Bloodless, Empathic Cipher, Secretive

SKILLS: Appraise +2, Computer Use (Hacking) +4, Conceal +6, Demolitions +4, **ENTERPRISE:** Streetwise +6, Influence (Fast Talk) +5, Inquire +3, Investigate +1, **LANGUAGE:** Federation Standard +1, **LANGUAGE:** Ferengi +2, Observe (Listen) +3, Politics (Frontier Worlds) +3, **RANGED COMBAT:** Energy Weapons +5, Sleight of Hand +2, Stealth (Sneak) +3, Survival (Arctic) +6, System Operation (Flight Control, Sensors) +3, **UNARMED COMBAT:** Brawling +4

EDGES: Shrewd, Suit Trained

PROFESSIONAL ABILITIES: Con Artist, Sabotage

Additional Breen Characters

ASSASSIN: The combination of inscrutability with their total lack of any sort of relationship to other common races of their quadrant makes the Breen naturals for dirty work. Most Breen wouldn't feel any more remorse about shooting a Human than they would for dusting their EVA suits. Breen who actually take up the assassin's craft can be frighteningly efficient.

SCIENTIST: The Breen's formidable starships and energy dissipators didn't spring from a vacuum. Breen scientists prize utility for its own sake, and because they typically work in very low temperature climates, they learned conductivity secrets early in their development. Breen scientist may sell technology to the highest bidder, often specializing in fields that other races in the Alpha and Beta quadrants don't study—gravitic weapons, reversed particle flows, and whatever other strange technology the Narrator wants.

SOLDIER: Due to their environmental sensitivities, Breen don't make very good shock troops. To make up for this, their soldiers must be very well trained. Breen soldiers might work for a Breen government, a starship, or the highest bidder; typically, they excel at using cover and support formation fighting, to keep enemies from having a chance to damage their EVA suits.

ERAS

ENTERPRISE: During the 22nd century, Breen refrigeration technology remains too primitive for the Breen to make more than a few small forays outside of their home system. Worlds with suitable atmospheres and climates remain out of reach of their primitive vessels in this era; Breen space travel remains confined to their home system and occasional forays into trading with nearby systems.

TOS: During the 23rd century, the Breen improve their environmental suit technology significantly. By this period they have the means to travel greater distances from home, and they offer their services to Romulans and other governments that need covert agents or mercenaries. The Breen continue to keep to themselves, and at this time the Federation does not even suspect their existence.

TNG: 24th century Breen have fully developed the means to take a place on the galactic community. Still, they remain inscrutable. Their goals remain enigmatic to other empires—the dearth of worlds habitable to them means that they tend to enter specialized markets where they can leverage skills in intelligence work, mining and specialized technologies for dealing with cold-weather planets. In this period the Federation learns of the Breen and recognizes that some of their technology stems from trades with nearby powers (such as the Breen use of disruptors with Romulan-influenced design), but consider the mysterious race an insular power that is neither a threat nor a potential ally.

DS9: The Breen alliance with the Dominion star-tles many Alpha and Beta quadrant military analysts, who had until recently considered the Breen strategically unimportant. The Breen energy dissipator weapons prove deadly to Alliance forces, while the Breen seem to have little to fear from shapeshifter infiltration (perhaps because of their physiological similarities). Even by the end of the war, the state of the Breen empire remains unclear; Breen fleet strengths are never fully charted and their homeworld is not devastated like Cardassia.

VOY: While the Breen do not like to travel far from home (at least until the Dominion War), they're cer-tainly equipped for survival out among other races—as long as their environmental suits hold out. A Breen's cryptic demeanor grants an edge in dealing with new species, who will have trouble unearthing Breen motives.



BYNARS

PERSONALITY

Most foreigners find Bynars utterly inscrutable. Their flat facial expression gives them less emotional effect than even the ascetic Vulcans. The concept of individuality is entirely alien to them, and they do not vary in terms of personality, interests, or likes and dislikes. Their odd binary language makes them even more incomprehensible to those who do not know them intimately.

Furthermore, their language reflects their thought processes for the Bynar mind does, to a certain extent, work like a computer. Bynars understand any given situation as a series of either/or propositions, just like a computer using Boolean logic (statements of true or false). They cannot cope with possible outcomes that non-Bynars would dismiss as unimportant, which in turn can cause them to take courses of action that seem desperate, even illogical to others.

PHYSIOLOGY AND APPEARANCE

Bynars are short, frail-looking humanoids with large, bony craniums and delicate lilac-colored skin. They average about 1.4 meters in height. Their brains are larger in proportion to the rest of their body than is the case with most other humanoid races, and every Bynar has a cybernetic interface jack implanted on one side of its head. This jack facilitates high-speed connections with their planetary computer network.

Bynars have evolved away from sexual reproduc-tion and are now entirely asexual. They reproduce by laboratory processes. The Bynars' planetary computer uses an algorithm to compute who reproduces and when.

HOMeworld

Bynars come from Bynaus in the Beta Magellan system. The planet was devastated when Beta Magellan went nova in 2364, destroying most of its atmosphere and rendering its surface barren and irra-diated. Since then, the Bynars have lived both under-ground and in domed structures on the surface, in both cases relying on their planetary computer net-work to operate life support systems.

HISTORY AND CULTURE

Always a small and frail race, Bynars came very early in their evolution to rely on technology for their very survival. Whether it was shelter, defense against predators, or food, they learned to invent for them-selves what they could not gain through physical strength. When they reached the point in their technological evolution where they had mastered digital information technology, they seized upon it as the key to their continued survival. They constructed a planet-wide computer system to communicate with each other, educate and entertain themselves, but also to monitor the myriad devices and mechanical structures that they relied upon to maintain their environment and provide them with food.

By the time the Federation made first contact with them in 2358, the Bynars had come to rely upon their computer network so completely that the first UFP repre-sentatives to visit Bynaus openly wondered whether the system served them or they served it. Nonetheless, the Bynars' value as computer technicians was obvi-ous, and almost immediately Starfleet began hiring

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skilled Bynars to work off-planet. Bynaus did not apply right away for Federation membership, but maintained cordial relations with the UFP.

The Bynars briefly endangered their relationship with the Federation, however, after Beta Magellan went nova in 2364. The catastrophe severely damaged their computer network, thereby endangering their survival. Uncertain that the Federation would help their race willingly, a team of Bynar technicians working for Starfleet on Starbase 74 commandeered the *Enterprise-D* with the intention of using its on-board computer to replace the network on Bynaus, which had been crippled by the death of Beta Magellan. Captain Jean-Luc Picard of the *Enterprise-D* defused the crisis by assuring the Bynars that he would willingly help them rebuild their information infrastructure. Afterward, the Federation lodged a protest with the Bynars, who promptly apologized. Thanks to the essentially peaceful exchange and the mitigating circumstances, the Federation chose to see the incident as a case of cultural misunderstanding.

The Bynars live and work in inseparable pairs, and each Bynar exchanges information with its counterpart by means of a cybernetic device, known as a buffer, strapped to its belt. Bynar pairs typically come from a paired reproductive tank, created simultaneously by the computer algorithm that oversees their society. From that point on, they function as closely as the left and right hands of the same body. They will live together with no sense of an individual identity separate from the other, and, barring unnatural occurrences, they will die together at the same genetically determined moment.

LANGUAGE AND NAMES

Bynars communicate with each other in binary code, and their names reflect this, being no more than strings of 1s and 0s differentiated from each other only by length and order of elements.

FAVORED PROFESSIONS

Starship Officer (Starship Operations Officer). Bynars are not starfarers by nature, but their elite level of computer skill gives them professional expertise most comparable to Starfleet technical specialists. As a matter of survival, they must know how to operate digital information technology at an expert level. While all Bynars devote themselves to maintaining the massive computer network on Bynaus, some also maintain and repair computer systems for Starfleet, as well as for other contractors throughout Alpha Quadrant.

SPECIES ADJUSTMENTS: +1 Agility, +2 Intellect, -3 Strength. Relative to other races, Bynars are physically weak but highly intelligent.

SPECIES ABILITIES

▷ **BONUS EDGE: EXCEPTIONAL CONCENTRATION:** Bynars exchange information with each other without sensory distraction, thanks to their computer buffers. This proves useful when they have to work under stressful conditions. Every Bynar has Exceptional Concentration as long as its buffer unit is functional. If a buffer ceases to function for any reason, both Bynars in the pair lose Exceptional Concentration and gain the flaw Easily Distracted.

▷ **BINARY MIND:** The essentially binary nature of their thought processes gives Bynars an innate kinship with digital information systems of all kinds. Bynars gain +2 to any Computer Use skill check.

▷ **COMPUTER DESIGN:** Bynar minds function so much like computers that the Bynars have no trouble envisioning the design of new computer systems. All Bynars gain a +4 species bonus to Engineering: Systems (Computer) checks.

▷ **COMPUTER MAINTENANCE:** Constant maintenance work to keep their buffers in top functionality insures that Bynars have exceptional hardware skills. Bynars gain a +4 species bonus to Repair (Computer) checks.

Bynar Starship Officer

ADVANCEMENTS: None

ATTRIBUTES: Agl 9, Int 12*, Prs 6, Per 9*, Str 7, Vit 7

REACTIONS: Quik +1, Savv +1, Stam 0, Will +2

DEFENSE: 8

HEALTH: 7

COURAGE: 3

SPECIES ABILITIES: BONUS EDGE: Exceptional Concentration, Binary Mind, Computer Design, Computer Maintenance

SKILLS: Computer Use (Programming) +7, Construct (Computers) +6, **ENGINEERING:** Computer Systems +8, **KNOWLEDGE:** Specific World (Bynaus) +4, Physical Science (Mathematics) +7, **RANGED WEAPONS:** Energy Weapons +2, Repair +6, System Operation +5

EDGES: Innovative, Meticulous

FLAWS: Easily Winded

PROFESSIONAL ABILITIES: Starship Duty (Starship Operations Officer)

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CAPELLANS

PERSONALITY

The Capellans hold a strict set of warrior mores. They consider combat more interesting than practically anything else, and show a marked aptitude with weaponry of all kinds. Nothing interests a Capellan more than a new way to kill, and they have a disturbing aptitude for finding deadly uses even for benign technologies. Capellans kill for specific reasons. In cases of immediate danger—someone brandishing a weapon, for example—they react swiftly. In other situations, they reserve their retribution for later. When they attack, they do so abruptly; a Capellan never makes idle threats. Convinced of the credo that the strong survive, Capellans also refuse medical aid and hold the practice of medicine in disdain.

Unlike the Klingons, however, Capellans do not advance a highly stylized code of behavior; they have no warrior's honor to protect. Capellans kill when it seems the thing to do. Yet the two cultures share similarities—they prefer to fight and die on their feet over stealthy murder, and they both eschew poisons. If there is a difference between the two, it is this: while a Klingon will brawl, use the threat of violence to intimidate, and back off when his point is made, when a Capellan fights he kills someone.

To outsiders, the Capellans appear stoic, almost phlegmatic. Capellans say what they mean, and mean what they say, even if it is very little. They make difficult conversationalists. They love, hate, cherish, and laugh, but only among family and friends and in the privacy of their own homes. This veneer stems partly from the Capellan's natural suspicion of outsiders, and partly from the Capellan tendency to brush off other species or groups as unworthy of notice and, therefore, undeserving of any sort of response.

PHYSIOLOGY AND APPEARANCE

Capellans are outwardly identical to Humans. They share the same height and weight ranges, and the same variety of complexions and hair and eye color. In fact, most outsiders cannot tell the difference between Capellans and Humans. Their internal physiology evidences some differences, but is mostly compatible—with the right immunosuppressants, a Capellan could give or receive organ transplants with a Human. Their neurological chemistry, however, is markedly different, showing less development of areas like the amygdala and frontal cortex; evolutionarily,

KLIGAT

SPECIFICATIONS: 25 CM DIAMETER: 0.5 KG

DESCRIPTION: A three-sided bladed weapon. The weapon can be used either as a melee weapon or a thrown weapon (both use the Armed Combat skill). When used as a melee weapon, it is held where the three blades meet.

PARRY MODIFIER: n/a—you cannot parry with this weapon.

DAMAGE: 1d6+4

RANGE: 5/20/50/100/+10 meters when thrown.

the Capellans still have a way to go to bring their impulsive, aggressive natures under rational check. Furthermore, Capellans require more time and contact to form psychological bonds with other people; for this reason, Capellans are often unemotional and distant to outsiders, while they are highly emotive with their families. To the typical Capellan brain, an outsider isn't really even a person, and thus triggers no real depth of response.

HOMeworld

Capella IV, a Class-M planet orbiting a dim, white dwarf star (Type A6 V). Capella is a rich source of topoline, vital to the life-support systems of Federation colonies. Its landscape consists of a variety of environments, though low, flat expanses and bare, rocky terrain predominate.

HISTORY AND CULTURE

Capella IV was propelled onto the galactic stage in 2267, when both the Klingons and Federation attempted to negotiate a topoline-mining treaty with the inhabitants. Then High Teer Akaar was predisposed to sign with the captain of the *U.S.S. Enterprise*, which led to a significant power struggle with Akaar's rival, Maab. Maab believed the Capellans shared more in common with the warrior-culture of the Klingons, and with the support of their operatives, he killed the aging High Teer. When Maab was himself later killed, the leadership of the Ten Tribes fell to Leonard James Akaar, the infant son of the late Teer. Akaar's widow ruled as regent as the child grew, and she signed the topoline treaty with the Federation.

Although primitive by Federation standards at the time of the negotiations, the mining treaty brought wealth and change to Capella IV. They retained their strong tribal government and continued to live in their yurts, yet the Capellans adapted technology to suit their lifestyle. It soon became common to see their large tents furnished with electricity and computers. When he became old enough to rule on his own, Teer Akaar II sued for Federation membership. As the

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Capellans possessed a stable world government and no outside conflicts, the Federation Council had little reason to object.

The Capellans have a strong tribal government. The populace is divided among ten tribes, each led by a teer. These tribes traditionally stake out their territory, migrating seasonally to follow herds of game animals (though hunting became less vital to the Capellan way of life after the introduction of replicators). Fiercely protective of their hereditary lands, Capellans used to fight wars over water and hunting rights. After the first High Teer unified the Ten Tribes under his leadership, this became less prevalent. The High Teer governs the Ten Tribes, with each tribe's Teer sitting on a council to voice their opinions. Given the Capellan propensity to violence, these tribal meetings can be terminal. Still, the Federation has little say over how individual planetary governments conduct their affairs. While the Federation frowns on Capellan violence, it still recognizes Capellan sovereignty and cultural distinctiveness; the Federation hopes to lead by example, not by trying to enforce regulations over the Capellans. Changes in diet and education help after the Capellan-Federation mining treaty: New generations, given better opportunities, exhibit a markedly greater tendency for concentration and self-discipline.

Those Capellans who wish to join Starfleet must take an Oath of Nonviolence. This oath assures Starfleet Command, and individual captains and crewmembers, that the individual will restrain his impulses to kill. The oath is sworn before a Starfleet captain prior to the Capellan officer's first posting, and is kept on file with his personnel records. Only a few notable incidents have occurred over the years; thus far, the few Capellans who have made it through Starfleet training have served with distinction.

LANGUAGE AND NAMES

Capellans speak *laam*, their native tongue, and (in the 24th century) Federation Standard. Traditionally, they used their given names only, though after the example set by Leonard James Akaar many now use a given and family name.

FAMILY NAMES: Abaad, Akaar, Eraar, Maab, Naam, Raab, Raak

MALE NAMES: Abood, James, Leonard, Obaad, Oraan, Otaan

FEMALE NAMES: Eleem, Eleen, Emeen, Ileel, Imlis

FAVORED PROFESSIONS

Soldier and starship security officer. Capellans possess a strict set of warrior mores, practicing endlessly with their weapons (both traditional and contemporary) and maintaining high standards. Those who leave Capella IV typically offer their services as bodyguards

and mercenaries. While Capellans naturally drift towards starship security officers, they must take the Oath of Nonviolence to restrict themselves to acceptable Starfleet norms.

SPECIES ADJUSTMENTS: Identical to Humans physically, Capellans receive no adjustments to their base attributes.

SPECIES ABILITIES

▷ **BONUS EDGE: QUICK DRAW:** Capellans learn to draw and throw their *kligat* with deadly speed. All Capellans receive the Quick Draw edge for free.

▷ **BONUS SKILL: KUCAT:** Capellans receive the Armed Combat skill *Kucat* at skill level +1. They treat this as a professional skill for the purposes of skill acquisition and advancement. Possible specialties include (Throw) and (Slash).

▷ **HEIGHTENED REFLXES:** Capellans hone themselves to a fine edge, and react with hair trigger precision. Capellan characters gain a +2 species bonus to Quickness tests made to determine initiative and dodge.

▷ **NO MEDICAL CARE:** Capellans do not accept medical care, for to do so is a sign of weakness. Injured Capellan characters must spend 1 Courage to accept the use of the Medicine and First Aid skills. (Obviously, an already-unconscious Capellan is in no position to refuse.)

▷ **SPECIES FLAW: BLOODLUST 2:** Capellans kill as a matter of course. Worse still, their definitions of "opponents" are quite broad—a Capellan will start a fight over a simple argument or perceived insult. They don't stop with beating someone senseless, either. Capellans in Starfleet typically have to use Courage points to rein in their impulses, in order to comply with their Oath of Nonviolence. Note that a Capellan from an educated era, with a more "enlightened" upbringing, can eventually remove this flaw just like any other flaw (at the same cost as buying an edge—see page 153 of the *Star Trek RPG Player's Guide*).

ENCOUNTERS

Prior to the Capellan-Federation mining treaty, the Capellans are an insular people. Their poor impulse control relegates them to limited tribal structures with little in the way of technology. During that time period, most Federation ships simply stay away from them—there's no value in risking one's crew on a planet full of bloodthirsty killers.

After the Capellan-Federation mining treaty, Capellans become notably more prominent on the galactic stage, although still within limited numbers. The change in Capellan behaviors takes several generations to manifest. Early Capellan diplomatic efforts and explorers tend to meet with disaster because of the Capellan propensity to kill first and ask questions later; only persistent Federation intervention keeps them from provoking one species or another into wiping them out. Capellans encountered in later years often retain a strong warrior mentality and tradition, but are now painfully aware of just how easily any number of other races could crush their entire homeworld with the excuse of one misbehaved traveler.

Capellan Weaponmaster

The Capellan Weaponmaster takes his position seriously. This character may work as a bodyguard to an important ambassador or merchant as he pursues his business on other worlds. The Orion Syndicate has been known to use them as debt collectors, knowing the debtor doesn't want to pay and will likely resort to violence to make his point. Alternatively, he may be a Teer in his own right, serving his people as leader of a tribe.

ADVANCEMENTS: 6

ATTRIBUTES: Agl 10*, Int 7, Per 8, Prs 6, Str 10*, Vit 10

REACTIONS: Quik* +2, Savv +1, Stam +2, Will +2

DEFENSE: 9; Health: 13

COURAGE: 3

SPECIES ABILITIES: BONUS EDGE: Quick Draw, **BONUS SKILL:** Armed Combat, Heightened Reflexes, No Medical Care, **SPECIES FLAW:** Bloodlust 2

SKILLS: ARMED COMBAT: Kligat +7, ARMED COMBAT: Simple +3, Athletics +4, Computer Use +1, CRAFT: Weaponcraft (Kligat) +2, First Aid +5, KNOWLEDGE: Culture (Capellan) +3, KNOWLEDGE: History (Capellan) +2, KNOWLEDGE: Religion +3, KNOWLEDGE: Specific World (Capella IV) +3, LANGUAGE: Laam +3, LANGUAGE: Federation Standard +3, Observe (Spot) +5, RANGED COMBAT: Energy Weapons +4, Repair +2, Survival +4, Tactics (Ground) +1, UNARMED COMBAT: Brawl +2

EDGES: Alert, Deliberate Attack, Fit, Quick Draw, Weapon Mastery (Kligat)

FLAWS: Bloodlust 2, Infamy (Violence)

PROFESSIONAL ABILITIES: Battle-hardened, Evasion, Weaponcraft



CARDASSIANS

PERSONALITY

The typical Cardassian is xenophobic, arrogant, and paranoid. They believe theirs is the greatest civilization in the universe; other, lesser species are intent on preventing Cardassia from taking its rightful place as the most powerful empire in the quadrant.

By their nature, Cardassians value influence over wealth or power, since the former can often bring you both of the latter. Called *vesala*, this informal system of influence peddling provides a Cardassian with the prestige that comes from commanding others. They like to be at the center of a complex web of relationships, from which they can strike without fear of discovery or reprisal. Why strike out against a rival when you can have others do it for you? To them, no relationship is worthless, no position too low to be of use.

Cardassians respond well to order, though their instinct for opportunity and influence can compromise their command structures; it's not unheard of for a Cardassian soldier to betray his crewmates as a favor to an influential *Gul*. They prefer to deal with others from a position of strength, whether that strength be military, intellectual, or social. Before embarking on a course of action, the average Cardassian makes sure he has the upper hand.

PHYSIOLOGY AND APPEARANCE

The Cardassians appear to have evolved from a creature with both reptilian and mammalian traits. Standing roughly 1.8 meters tall, Cardassians evidence gray to grayish-green skin and shiny, black hair.

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Cardassians are barrel-chested and slightly heavier than Humans, a result of their planet's thick atmosphere and slightly higher gravity. Elongated vertebrae covered in scaly plate sections extend along their necks. Segmented brow ridges stretch down from the forehead and encircle their eyes, giving them a slightly "hooded" look reminiscent of a Terran cobra. An unsegmented ridge known as a *chufa* extends upward from the tip of the nose to a spoon-shaped protrusion in the center of the forehead.

Homeworld

Cardassia Prime is the homeworld of the Cardassian people and capital of the Cardassian Union. The third of eight planets, it orbits a single Type K7 V (bright, orange dwarf) star. Although these worlds—several Class-F and Class-H planets—provided much-needed resources, their mineral wealth has long since been exhausted. Spinward of the Federation, the system lies in the Bajor sector (though Cardassians don't refer to it as such).

Cardassia is a planet poor in natural resources, having exhausted what little silicates they had as a result of their efforts to develop their space fleet. Cardassia's gravity is slightly greater than that of Earth (roughly 1.18), but not enough to affect non-Cardassian visitors. The atmosphere, though composed of nitrogen-oxygen, is thick enough to trap excess heat, making the planet warm (approximately 25 degrees centigrade).

History and Culture

Long ago, the Cardassians were a peaceful, spiritual people. Their world was home to a splendid civilization known as the First Hebitian civilization. They

created incredible works of art, technically sophisticated philosophies, and extraordinary architecture.

As the Cardassians exhausted their resources, starvation and disease ran rampant. People died by the millions. In order to survive, the Cardassians focused their efforts on acquiring new territories and new resources. As the military gained more power, the whole of society was reorganized to support military expansion at the cost of the very culture they sought to preserve. Cardassians call this gradual decline of their civilization *vereshvar*.

Although the ruins of this period are legendary, and considered some of the most remarkable in the galaxy, much of this historical wealth and cultural heritage was plundered by the military, who sought funds to fight the Federation.

War with the Federation

The Cardassians approached encounters with other intergalactic civilizations with suspicion and mistrust, seeing them as competitors for resources and impediments to their expansion. Their first encounter with Klingons led to an 18-year long war. Yet it was their bitter conflict with the Federation—beginning in 2347, over the ownership of several planets along their ill-defined border—that taxed their facilities.

After some 20 years, the two sides reached an uneasy truce in 2366, followed by a historic peace treaty signed the following year. Conflicts continued, however, as both agreements left unresolved their original territory dispute. After another three years of negotiations, the two sides concluded another pact, the Federation-Cardassian treaty of 2370, which established a demilitarized zone by relocating several

Federation and Cardassian colonies. Ironically, the agreement created a new thorn in Cardassia's side—a terrorist organization known as the Maquis composed of Human colonists who refused to leave their homes and attacked Cardassian targets for the next three years.

Occupation of Bajor

The occupation of Bajor provides an infamous example of the Cardassians' ruthless exploitation of other worlds. At first, the Cardassians offered their assistance to the Bajorans for some unrecorded disaster. The Bajorans saw this as benevolent, and even desirable, at first. As the Cardassians became increasingly obnoxious, the Bajorans changed their minds. The Cardassian Union officially annexed Bajor around 2328. Over the next several decades, they systematically stripped the planet of its resources, for shipment back to Cardassia Prime. They forced Bajorans to resettle, seized their land for industrial food production, and used them as slaves in their mines and ore processing facilities. Bajorans who taught the word of the Prophets were sent to labor camps, as were members and relatives of the Bajoran resistance.

Years of terrorist activity by the Bajoran resistance movement eventually forced the Cardassians from the planet in 2369. (For more information about this period, see *Bajorans*, page 11). They abandoned Terok Nor, their orbital refining station, as well as their war orphans and the children of Bajoran-Cardassian parentage.

The Dominion War

During the Dominion War, the role of the Cardassian Union had many twists and turns. At first, the Cardassian Central Command and Obsidian Order fought alongside the Klingons and Federation to oppose invasion by the Dominion. A civilian uprising in 2372 overthrew the military government, placing power in the hands of the long-impotent Detapa Council. Suspecting that shape-shifting agents of the Dominion had replaced the Council (see *Founders*, page 26), the Klingon Empire invaded Cardassia Prime, which destroyed the industrial capability of dozens of Cardassian worlds and devastated the economy.

Desperate, the Cardassian government entered into an alliance with the Dominion in the following year. From this, the Cardassians gained a measure of relief from Dominion attacks, and Cardassian space became a staging point for Jem'Hadar fleets. By late 2375, however, Cardassian public opinion turned against the Dominion alliance, as the Jem'Hadar consumed more and more resources, and progressively larger numbers of Cardassians either starved or died in the war. In response, the Dominion leveled entire cities to quash the nascent rebellion, which only triggered more massive uprisings not only among the civilian population, but also among the ranks of the military.

Although Cardassia won its freedom at the end of the war, some 800 million Cardassians lost their lives, and their world was in shambles. Whether or not they learn from this period of *vereshvar*, or continue down the same bloody, costly road, remains to be seen.

Sacrifice for the State

Their world's chronic lack of natural resources shapes the Cardassian psyche. All Cardassians are expected to sacrifice to preserve Cardassian culture and obedience to the state is considered fundamental to society. At the age of ten, every citizen is required to have one of his molars extracted for identification purposes. The ruthlessly efficient Obsidian Order provides internal security, which maintains an elaborate network that keeps virtually every citizen under surveillance. The criminal justice system is designed to reassure the public that good (the state) triumphs over evil, and demonstrate the futility of dissent. Trials are broadcast for public viewing; Cardassians like to see their government in action. Criminals are not brought to trial until authorities find the defendant guilty, and only then (after a verdict has been rendered) can he present his defense. The defendant is required to testify against himself, and doesn't know the charges until the day of the trial. Cardassian lawyers, called *nestors*, don't argue their client's case, but work for the court to obtain a confession and help the accused see the errors of his ways.

Age and Power

Advanced age is a sign of great dignity. Cardassians respect authority and age, usually equating the two. A junior will attach himself to an up-and-coming superior or already successful elder, assisting his chosen mentor in any number of tasks intended to further their career, and presumably furthering his own, as well. This can be dangerous, however, should the mentor's





fortunes turn, as the apprentice makes a convenient patsy on which to blame everything.

The older a Cardassian, the more feared he is, because he likely knows many secrets and maintains an extensive, and hidden, web of connections. When a Cardassian dies, he leaves his secrets to his relatives, so they can gain the benefit of his knowledge, use the information to preserve the family's fortunes, and exact revenge on his rivals. Family is very important to Cardassians, with several generations living under one roof.

Cardassian Government

Through their entire expansionist period, the Cardassian government was a military dictatorship called the Central Command. Although traditionally under the control of the Detapa Council, the civilian ruling body, both the Central Command and Obsidian Order intelligence agency often operated with virtual autonomy. The two agencies often vied with each other over governmental control and policies.

A civilian uprising to overthrow the Central Command restored power to the Detapa Council, but it remained influential in politics and society. When the Cardassians concluded their alliance with the Dominion, Cardassia became a virtual dictatorship, with Gul Dukat in command. With the conclusion of the Dominion War, it remains unknown what form the Cardassian government will take.

LANGUAGE AND NAMES

Cardassian. Cardassians place their given name first and their family name second.

FAMILY NAMES: Belor, Damar, Darhe'el, Dukat, Entek, Erek, Garak, Chemor, Hadar, Jasad, Khoreth, Kovat, Lang, Madred, Makbar, Marratt, Marritza, Moset, Ocett, Pa'Dar, Rejal, Tain, Zarale

MALE NAMES: Aamin, Crel, Elim, Enabran, Ghosar, Hogue, Mekor, Meros, Poren, Rugal, Talarn, Tekeny, Veroz

FEMALE NAMES: Dejar, Gilora, Heena, Iliana, Natima, Rekelen, Ulani

FAVORED PROFESSIONS

Soldier, rogue (spy), and starship officer. Cardassians proudly serve in their government's efforts to preserve the Cardassian way of life, and to extend the boundaries of the Union through exploration and conquest. Soldiers maintain order on Cardassian protectorate, and bring new worlds into the fold at the point of a disruptor, if necessary. Other Cardassians become rogues, working for the Obsidian Order. Starship officers defend Cardassian space and protect vital interests throughout the Union.

SPECIES ADJUSTMENTS: +1 Perception, +1 Vitality, -1 Agility, -1 Presence. Raised in a paranoid society in which everyone watches everyone else makes Cardassians particularly perceptive to the world around them. Their quasi-reptilian physiology makes them more rugged, but also a little more sluggish. Xenophobia and arrogance makes it more difficult for others to like Cardassians, even among their own kind.

SPECIES ABILITIES

▷ **BONUS EDGE: EIDETIC MEMORY:** All Cardassians receive intense mental training during childhood, which helps them to improve their memory. All Cardassians receive the Eidetic Memory edge for free.

▷ **BONUS EDGE: HIGH PAIN THRESHOLD:** Their thick skins and tough bodies allow Cardassians to tolerate pain



better than most other species. Cardassian characters receive the High Pain Threshold edge for free.

- ▷ **DEVIOUS:** It's difficult to tell whether or not Cardassians are sincere and honest, or if they're simply using you as part of some complex plot. Cardassians gain a +2 species bonus to Influence skill tests.
- ▷ **PRYING:** Cardassians are generally good at extracting information from others, in even the most innocuous conversations; frequently, the target never realizes he's been interrogated. Characters gain a +2 species bonus to Inquire skill tests.
- ▷ **VESALA:** Influence is highly valued in Cardassian society—often it's who he knows, not what he knows, that matters. Every Cardassian has *vesala*, a vast and elaborate web of personal contacts, influence, and friends who help him get things done. Someone does a favor for him, he does a favor in return, and thus they use and exchange *vesala*.

A Cardassian gains enhanced benefit from his Renown, improving his chances to persuade or intimidate another Cardassian to assist him. Assistance can range from providing classified information to arranging an ambush; whatever the character needs could be arranged. Narrators should set the TN based on the size and duration of the favor. When making Influence, Intimidate, Negotiate, and Persuade tests involving other Cardassians, the character adds his Renown modifier automatically to the skill test (no Renown test is necessary).

Cardassians refresh +1 Courage with an extraordinary success in an Influence, Intimidate, Negotiate, or Persuade skill test made involving *vesala*.

ENCOUNTERS

Cardassians can be found throughout the frontier in the Alpha and Beta Quadrants—along the Federation border, the Klingon Neutral Zone, and Ferengi space. They find it harder to get to the Romulan Neutral Zone, though the Obsidian Order likely employs client states to observe the Romulan Empire.

Cardassian Spy

This character began his career as an operative of the Obsidian Order, watching fellow Cardassians for signs of disloyalty. After receiving training in the order's famed Intelligence Order, he became a full-fledged spy. He might pose as a Maquis terrorist in order to get closer to and assassinate the ringleaders. Or he might be disguised as a Starfleet officer. Whatever his mission,



he doesn't make much of an impression, often being passed over in the resulting investigation.

ADVANCEMENTS: 21

ATTRIBUTES: Agl 10*, Int 8, Per 12*, Prs 5, Str 6, Vit 9

REACTIONS: Quik +3*, Savv +3, Stam +1, Will +1

DEFENSE: 9; **Health:** 9

COURAGE: 3

RENOWN: 6 (+1)

SPECIES ABILITIES: Eidetic Memory; High Pain Threshold, Devious, Prying, Vesala

SKILLS: Athletics +1, Computer Use (Hacking) +5, Demolitions +8, Forgery (Identification) +8, Impersonate (Disguise, Undercover) +7, Influence +5, Inquire (Interrogate) +6, Investigate (Search) +7, **KNOWLEDGE:** Culture (Cardassian) +3, **KNOWLEDGE:** History (Cardassian) +3, **KNOWLEDGE:** Politics (Cardassian) +4, **KNOWLEDGE:** Specific World (Cardassia Prime) +3, **LANGUAGE:** Cardassian +3, Observe (Spot) +7, Negotiate +2, **RANGED COMBAT:** Energy Weapons +7, Repair +3, System Operation +4, **UNARMED COMBAT:** Self-Defense +2

EDGES: Confident, Everyman, Innovative (Con Artist), Likeable, Skill Focus (Persuasive)

FLAWS: Arrogant

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PROFESSIONAL ABILITIES: Battle Hardened, Con Artist, Gather Intelligence, Ground Tactics, Infiltration, Perspicacious, Reconnaissance, Survival Training

Additional Cardassian Characters

EXPLORER: Considered vital to the preservation of Cardassian culture, the explorer seeks out new planets to exploit. Assigned to small, 30-man scout ships, they can be found ingratiating themselves to local leaders or offering the friendship of the Cardassian people.

MERCHANT: An antique dealer selling cultural artifacts from the First Hebitian civilization to earn money for his family; a simple textile merchant offering Tholian silks and Mintakan tapestries. Of course, any of these could be fronts for the Obsidian Order. Alternatively, he could work for the government, acquiring resources and transporting them back on his military freighter.

ROGUE: Because Cardassians frown on disobedience, criminals lead especially dangerous lives. Rogues are willing to do anything to achieve their ends, however—particularly convenient for the Obsidian Order. Most are spies, saboteurs, or assassins in training (and frequently go into these elite professions).

ERAS

ENTERPRISE: Cardassian society has begun its decline. Grave robbers locate the tombs of the First Hebitian civilization and begin stealing priceless jevonite artifacts in order to feed their families (2169).

TOS: The Cardassian Union offers assistance to planet Bajor, and eventually annexes it. The Bajorans, along with dozens of other conquered systems, supply most of their world's resources to support the Cardassians. Cardassian cruisers continue to fan out, seeking more and more worlds to conquer.

TNG: The border war between Cardassia and the Federation continues to be fought until the treaties of 2366, 2367, and 2370. After decades of terrorist attacks by Bajoran resistance fighters, the Cardassians withdraw from Bajor.

DS9: The Dominion War threatens the continued survival of Cardassian society. Although enthusiastic about opposing the invasion of the Alpha Quadrant alongside the Federation and Klingon Empire, the drain on their resources leads them to join the Dominion. Further heavy losses, on the Dominion's behalf, lead them to switch sides yet again. The Dominion retaliates by destroying several cities and killing millions of Cardassians.

VOY: The inclusion of Cardassians in a *Voyager*-style series could be as difficult or as easy as the Narrator is willing to make it. Perhaps the missing ship is Cardassian, in which case everyone on board plays one. Or she might allow Cardassians among the crew, either openly (in a post-Dominion War setting) or secretly (like Seska).



PERSONALITY

Despite a long and illustrious membership in the Federation, Delta IV never achieved much prominence. In fact, many other Federation members maintain a distinct wariness toward Deltans. This does not stem from any fear of Deltan violence or destructiveness. In fact, the exact opposite is true. What they fear most are Deltan tendencies toward love and passion.

Deltans truly earned their designation as the Federation's most sexually advanced race, and outsiders regard tales of incredible physical rapture and emotional pain with trepidation. For Deltans, the connection between people during their most intimate moments holds a significance that nothing else can equal. The period of attraction, engagement, passion, climax and satiation brings people together physically, emotionally, intellectually and spiritually. Defenses drop, and a person's true self comes out. Deltans claim to love *all* their partners, because no other Federation Standard word appropriately describes the emotions that sex brings out.

Deltans take great pleasure and pride in sharing this emotion with one another and often describe themselves as loving many people. Among other Deltans, they are naturally outgoing and affectionate, freely expressing their emotions and taking great delight in caring about one another. They can exhibit such strong feelings for members of other races as well, though bitter experience taught them to treat

"less-advanced" races with care. Not all people can handle the free nature of Deltan love. Time spent together can reach extreme levels of intensity and closeness. Unfortunately, Deltans learned that not everyone is ready for such relationships, nor are they ready to see their partners share such feelings with so many people.

As a result, Deltans who spend time in the company of other races learn to control their feelings and restrain their basic tendency toward openness. In fact, Deltans serving in Starfleet take oaths of celibacy to protect both themselves and other people. Not only do they seek to protect other people from the intensity of these couplings, but they also need to protect themselves from the pain they cause. Hurting other people via this most important act creates real grief and pain in Deltans.

The oath of celibacy proves to be a real burden for Deltans who take it. It cuts them off from their most important way of connecting with other people and the emotional support it provides. Deltans who take the oath find they have a hard time forming emotional bonds with others. Many Deltans cease all casual contact with other people in order to avoid any temptation to violate their vow. Others hide all their feelings, afraid that the slightest emotion might endanger themselves and others. Some Deltans find such a sacrifice almost impossible, but others see it as strangely appealing.

Indeed, a number of sociologists say martyrdom runs through Deltan society. Sexuality makes up an essential part of their adult lives, with the emphasis being on how well they can please their partners. Some Deltans willingly deny their own pleasure in their quest to fulfill others. They focus so intently on pleasing whoever they are with that their own physical needs become secondary. Most Deltans feel this lessens the experience, however, and expect their partners to enjoy themselves as much as they do.

PHYSIOLOGY AND APPEARANCE

Deltans bear a strong similarity to humans, though they have slighter frames. Most have little hair on their bodies or heads, though not all are bald. Some maintain a small layer of soft, short hair on their heads. Their skin colors run the same gamut as Humans'. Deltans mature a little faster than Humans, but they do not live as long. That is not their primary difference, however.

Deltans made sexuality the core of their culture years ago, but some observers say they had no choice. Their pheromone production is so active that those around them may become aroused without any understanding of why. Deltans cannot just turn this pheromone production on and off. It only begins when they themselves become at least somewhat excited. When Deltans group together, this pheromone production can build to the point where everyone around them becomes aware of it—and involved in it.

This does not only happen when Deltans become sexually aroused. Fear, anger and other strong emotions can spark it as well. These pheromones draw attention to the Deltan, and those who have already taken note of the Deltan become more interested, sometimes to the point of obsession. This is good when the Deltan plans on reciprocating but can turn dangerous otherwise.

Deltan pheromone production also magnifies the entire sexual act. As Deltans become more aroused, their pheromone production accelerates. Their partners soon find that this heightens their own sensitivity. The slightest touch turns into a symphony of pleasure, and a kiss feels like the focus of the entire world. Deltan sex tends to be both passionate and languid, with participants taking a long time to enjoy their partners' bodies and reactions.

HOMeworld

Even before joining the Federation, Delta IV gained renown as a cosmopolitan world. Gleaming cities filled with towering spires and full domed structures dot its surface. Since social interaction makes up a primary part of Deltan lives, meeting places pack their cities. Music clubs, discussion halls, restaurants, shopping centers and other buildings draw Deltans as much for the chance to meet others as for their other enticements.

The world also offers plenty of natural attractions as well. Since most Deltans prefer to live in close proximity to each other, they never developed large areas of the planet. Lush forests, jagged mountains and deep valleys give many parts of Delta IV a wild, untamed look that attracts visitors almost as much as do the pleasure-filled cities. Much of Delta IV boasts fiercely rough ocean of the tropical variety; Deltans evolved along forested and jungle island chains and small continents.

HISTORY AND CULTURE

Deltan culture tends to be highly cooperative, though at times their passions cause division and conflict. Some anthropologists speculate that their pheromone production developed to help spur cooperation, but note that it can also make Deltans extremely aggressive. Throughout their history, Deltans maintained strong social groups and ties. While conflicts split these groups much like they did on Earth, Deltans rarely stooped to warfare—their naturally empathetic nature made physical conflict painful for all parties.

Sports play a prominent role in Deltan life, though some observers feel that sex is Delta IV's favorite team sport. Most sporting events take very little time, with individual athletic competitions like track and field holding the same popularity as team sports. The most popular game on the planet bears strong similarities to Earth soccer, though with more use of the hands.

Cooperation plays as large a role in other areas as it does in sports. Delta IV's industry and agriculture

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tend toward large projects handled by scores of people. Universities are also well-established, with hundreds of students taking classes together and joining in feverish discussions. Children, however, play little role in a Deltan's day-to-day life. Until they begin generating the pheromones that mark them as achieving adulthood, mature Deltans pay them little heed. Indeed, teachers and childcare professionals often illustrate the Deltans martyrdom complex, since they spend so much time with those who cannot stimulate them the way adults can.

The arts also seem to emphasize the people's social nature, with plays, performances and music proving more popular than the visual arts or cinema. Holoprogramming, while available on Delta IV, never caught on here as much as it did throughout the rest of the Federation—possibly because Deltan sensitivity to emotions and pheromones doesn't receive stimulation from holographic technology.

Deltan Sensuality

Most renowned for their sexual nature, Deltans consider themselves a highly sexually evolved species. They have no taboos regarding sexual behavior and find such constraints "backwards" and "uncivilized." Nevertheless, for the sake of amity, they do try to reign in their habits when among the less-open species of the Federation and the galaxy at large. Indeed, many Deltans feel a strong sense of pity for species like Humans who lack strong empathic ties and pheromones; the Deltans feel that such species are, in a sense, blind to the full depths of sexual communion.

A combination of genetics and environment shaped Deltan sexual behavior. Communities forming on islands or small landmasses had to work together with their limited space. Combined with natural empathy and the strong emotional bonds fostered through their own natural pheromones, the Deltans took quickly to cooperation, extended families and communal lifestyles without much conflict or competitiveness. Indeed, pleasing one's fellows became a key factor in helping oneself—any Deltan who felt sad, ill or lonely in a community immediately broadcast this discomfort to all nearby members, who naturally intervened to bring back a sense of well-being and interpersonal harmony. Sexuality, as a form of both closeness, physical euphoria and emotional bonding, was an outgrowth of such behaviors.

Sex also takes on an important role in politics. An old Earth saying has it that "Politics make strange bedfellows," but Deltans see nothing strange in political opponents sharing a bed. Indeed, they expect it. Many political deals have resulted from political adversaries spending an evening together, giving into their passions, and then working through the differences as they relax in each other's arms. This pillow talk is an

excellent opportunity to understand another person's real hopes and fears.

Pillow talk represents another reason for the oath of celibacy. Deltans understand that this is a time of incredible closeness and use it to truly familiarize themselves with their partners. Other races do not use this period anywhere near as extensively as do the Deltans, and they often reveal more about themselves than they wanted. When Deltans act on this new knowledge, aliens often feel deeply betrayed. Since such close communion represents such an important part of Deltan communication, they do not find it easy to limit it with aliens.

The period after sex, whether it involves politicians or not, has attained storied prominence in Deltan society. While many cultures celebrate the events leading up to sex, be it seduction, the hunt, or something else, Deltans revel in the act itself and the time after. In fact, the period of relaxation that follows sex probably has more written about it than does any other aspect. This is a time for Deltans to create an intellectual closeness once the physical and emotional ones have been established. In fact, an old Deltan proverb refers to foreplay as creating the emotional tie, sex the physical tie, afterplay the intellectual tie, and the whole experience the spiritual tie.

LANGUAGE AND NAMES

Most Deltans share a common language (Deltan), but many variations exist of it. In fact, many consider it bad form for people to use the same phrases and terms in business that they would use in bed. While they would use the same language, they speak in softer tones, using sweeter words and more emotive phrases. Deltans also use Federation Standard, although they find that the language lacks many subtexts and nuances. Deltan language typically includes heavy components of body language, and a Deltan will occasionally "read" someone by posture.

Family names see little use among Deltans, most of whom go by one given name. Since Deltans trace their lineage through their mother's side of the family, they often take names from their maternal ancestors.

MALE NAMES: Arias, Dro, Helias, Gemkon, Jeliel, Kili, Lona, Matarel, Muren, Niro, Orifiel, Purah, Raen, Rro, Seth.

FEMALE NAMES: Alia, Chiva, Cupra, Elen, Eren, Ilia, Inaia, Keme, Luria, Ogron, Oona, Savsa, Sefira, Umia.

FAVORED PROFESSIONS

Starship medical officer, counselor or flight control officer. On their own world, Deltans fill all possible jobs, but not many care for the sacrifice they must make to join Starfleet. Some become medical officers, however, using their natural empathy to soothe wounds both physical and emotional. More than one patient has said that the Deltan's bedside manner proved as salutary as

their medicine. The natural Deltan predilection for direction sense means that they also excel at navigation.

SPECIES ADJUSTMENTS: +1 Perception, +1 Presence, -1 Vitality. Most Deltans lack the size and muscle mass of humans, developing svelte, slender bodies instead. Despite this lack of size, their very sexuality commands attention when they enter a room. Deltan sensitivity is also renowned, and their natural tendency to watch body behavior and motion lends them a very astute air.

SPECIES ABILITIES

- ▷ **BONUS EDGE: PSIONIC:** Deltans automatically possess the Psionic Edge (see the *Star Trek RPG Player's Guide*, page 136).
- ▷ **EMPATHY:** Deltans gain Empathy skill level 2 and can treat this skill as a professional skill for the purposes of skill selection and advancement. Deltans with Empathy 4+ can also learn Mind-Meld as a skill, like the Vulcan ability.
- ▷ **NAVIGATIONAL SENSE:** Early Deltans learned to navigate the unstable tides of a sea-covered world with three moons, and Deltans who left their planet retained much of this instinct. Deltans receive a +2 species bonus to Survival (Orienteering) and Survival (Water Navigation) tests, as well as Space Science (Astrogation) and System Operation (Navigation).
- ▷ **PAIN REDUCTION:** Deltans learn to share pain and thus mitigate its influence. By touch with bare skin, a Deltan can attempt to relieve some of the subject's pain. Treat this as a professional psionic skill, starting at level 1. As a full-round action, the Deltan touches the subject, and the player makes a Pain Reduction skill test, which can (if the subject desires) be opposed with Willpower or Mind Shield. If the test succeeds, the subject suffers the next lower level of wound penalties from existing wounds, until injured again. Deltans cannot perform Pain Reduction upon themselves.
- ▷ **PHEROMONES:** Deltans give off a very broad range of pheromones, capable of affecting most humanoid races. Deltans gain a +1 species bonus to Influence (Charm) tests and a +3 species bonus to Influence (Seduce) tests. When a Deltan is under great stress, this production tends to make other species more emotional; anyone the Deltan interacts with suffers from moodiness and slight confusion of rational thought, which causes a -1 species penalty for Negotiate tests. A Deltan scoring an extraordinary success on an Influence test against a non-Deltan can also cause a subject to become obsessive, exhibiting addictive behavior (like the Addiction

OPTIONAL DELTAN TRAITS

Deltan characters take the following as species-specific edges or flaws, if desired. The normal rules apply—to gain a bonus edge, you must take an additional flaw.

- ▷ **BODY READING (EDGE):** Deltan language includes components of body motion, and some Deltans find it very easy to pick up on cues that other species give away through their movements. Body reading grants a +2 species bonus to all Inquire tests as long as the Deltan can see at least 75% of the subject, including the face.
- ▷ **DELTA OATH OF CELIBACY (FLAW):** Those who take the Deltan oath of celibacy find it necessary to limit their emotional and physical contact with others. Celibate Deltans suffer a -1 penalty to all social tests. Starfleet requires this Oath of all Deltans in the 23rd century; by the 24th century it is no longer a matter of policy, but some Deltans still maintain it out of courtesy.

flaw), often resulting in stalking, depression, kidnapping, and similar radical behavior. Individuals with self-contained breathing apparatus, like an EVA suit, are immune to Deltan pheromones, as are radically non-humanoid species such as the Horta.

ENCOUNTERS

Deltans appear throughout Federation space, though very few join Starfleet. If they do not take the vow of celibacy, then they tend to be gregarious and popular. They often find themselves surrounded by friends and associates who find their company strangely stimulating. Deltans often travel on ships primarily crewed by other Deltans, exploring the universe in the company of similar souls.

Deltan Medic

This Deltan considered herself a late-bloomer on Delta IV, with her pheromones not kicking in until she reached her late teens. Her slow development left her feeling a little left out and helped spark an interest in alien races. Always a compassionate person, she found the idea of travelling through space to heal the sick especially enticing. Despite the hardships imposed by the oath of celibacy, she joined Starfleet and only rarely regrets her choice. The Deltan medic could be found on a Starfleet vessel, or perhaps planetside studying alien physiology.

ADVANCEMENTS: 2

ATTRIBUTES: Agl 8, Int 11*, Per 11, Prs 11*, Str 4, Vit 5

REACTIONS: Quik +2, Savv +2, Stam +0*, Will +2

DEFENSE: 8; **Health:** 5

COURAGE: 3

SPECIES ABILITIES: Bonus Edge: Psionic, Empathy, Navigational Sense, Pain Reduction, Pheromones

SKILLS: Computer Use (Retrieve) 2, Craft (Sewing) 1, Empathy 2, Entertain (Dance) 1, First Aid 4, Knowledge: Culture (Deltan) 4, Knowledge: History (Delta IV) 3, Knowledge: Religion (Deltan) 3, Knowledge: Specific World (Delta IV) 3, Language (Deltan) 3, Language (Federation Standard) 1, Life Science (Biology) 4, Medicine (General) 5, Physical Science 1, Politics (Delta IV) 2, Ranged Combat (Energy Weapons) 1, Repair 1, Survival 1, System Operation (Medical) 3

EDGES: Curious, Skill Focus (Compassionate), Psionic Focus

FLAWS: Pacifist

PROFESSIONAL ABILITIES: Starship Duty, General Medicine

Additional Deltan Characters

DIPLOMAT: As with Betazoids, a Deltan's natural empathy for others makes the species naturals in diplomacy.

MYSTIC: Like other strongly psionic races, Deltans have a tradition of mysticism. Deltan mystics in particular tend to be concerned with healing and with spreading techniques and education for more fulfilling sexuality.

ERAS

ENTERPRISE: The 22nd century sees the formation of the Federation, an event in which the Deltans are not directly involved but in which they soon follow suit. Early contacts with the Deltans come primarily through the Andorians, whose homeworld resides close to the Deltan home system; for this reason, first contact between Humans and Deltans proves quirky, as neither side is quite equipped for what to expect. During this period, the Deltans are able navigators exploring the nearby parts of the quadrant, but still coming to terms with the fact that many races around them are comparatively emotionally dead.

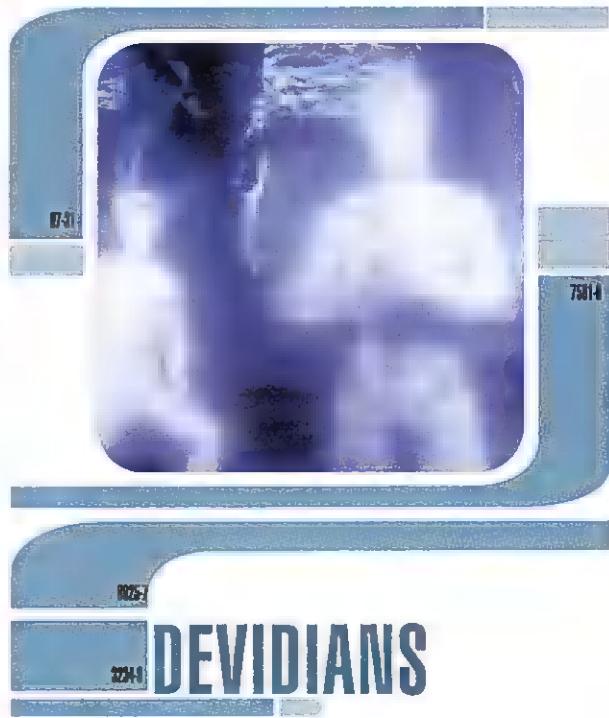
TOS: Deltans form a stable base of the 23rd century Federation and a few even enter Starfleet. Their numbers in the service remain low, but quite a few opt to explore and see the galaxy. Many Deltans travel outward to bring serenity and joy to other species.

TNG: By the 24th century, Deltan protocols with other species in the Federation are well established. The Oath of Celibacy is relaxed somewhat due to growing cultural exchange and understanding. Along with Betazoids, the Deltans are key in establishing the position of ship's counselor.

DS9: The horrors of war fortunately do not come home to the Deltans, but many of them keenly feel the pain of the conflict during the Dominion War.

Strangely, the Deltans can empathize with the Founders; Deltans consider the Founders' "Great Link" to be a phenomenal extension of sexual intimacy, and hope to use this to foster some sort of common bond. The fact that the Founders are completely non-humanoid renders Deltan pheromones useless, though, and when Betazed falls to conquest, the Deltans realize that this is an enemy that cannot be negotiated with. Deltan navigators serve admirably on several Federation ships of the line, and over a dozen retired Starfleet personnel return to service specifically to defend the Federation and their allies.

VOY: Lost away from home, a Deltan's profound loneliness among sexually inhibited species could lead to neurosis. To adjust, a Deltan might violate the Oath of Celibacy, or perhaps take up learning Vulcan disciplines.



PERSONALITY

To the extent that anyone has had contact with Devidians in their natural form, they come off as cold and entirely amoral. Their only apparent purpose in life is to feed and insure their own survival; anything else has no importance to them at all.

PHYSIOLOGY AND APPEARANCE

Devidians live in a time continuum that is just slightly out of synchronization with the rest of the universe. This makes them almost impossible to detect, but when seen in their natural form they appear as ghostly humanoid shapes glowing silver-white. They appear to wear form-fitting suits of clothing with a mantle draped over the shoulders. They have no

noticeable sensory organs like eyes or ears; their only distinguishable facial feature is an orifice on the forehead, used for feeding.

Despite their temporal displacement, Devidians can manifest themselves in the normal time continuum and even change shape to disguise their appearance.

Devidians feed, vampire-like, on the neural energy of other intelligent beings through a technique called neural depletion. They attach the orifice on their foreheads and extract the electrochemical energy from the brains of their victims, killing them in the process. Devidian technology also enables them to remove neurological energy from victims and store it for later consumption.

HOMeworld

The Devidians are native to Devidia II, a planet in the Marrab sector of the Alpha Quadrant. The planet, barren and marginally habitable to begin with, sustained severe environmental damage from the punitive strike launched against the Devidians by the *Enterprise-D* in 2368, but primitive forms of plant and animal life still survive on the surface.

HISTORY AND CULTURE

The Federation made first contact (if one could call it that) in 2368 as a result of Devidians traveling in time to 19th century Earth to feed on the neural energy of dying victims of the cholera epidemic in the city of San Francisco. While investigating unusual finds at a 24th century archaeological dig in San Francisco, the crew of the *Enterprise-D* traced the cause of a local temporal distortion back to Devidia II. From Devidia II, they traveled back to 19th century San Francisco, where they discovered the Devidians preying on local humans. The *Enterprise-D* pursued the Devidians back to their homeworld in the 24th century and ravaged the planet with a barrage of photon torpedoes.

Since then, there have been no reported encounters with Devidians outside the normal time continuum. However, the Federation has not been able to confirm that they have lost the ability to time-travel altogether. Starfleet therefore has standing orders to watch out for signs of temporal distortion that might indicate that Devidians have taken actions that threaten to disrupt the flow of history.

Devidian Society

Devidians organize themselves into loose foraging parties of anywhere from two to ten individuals. They move stealthily through the normal time-continuum, thanks to their time-travel and shapeshifting capabilities, to find and prey on sources of food. No higher authority coordinates their activities, although foraging parties may communicate with one another in order to share particularly ample food sources. Apart from that, Devidians have no apparent social organization, and

ties of kinship or friendship mean little to them. Even members of the same foraging party show little loyalty toward each other.

Devidians have nevertheless shown themselves capable of the cooperation required to develop truly advanced technology. They are the only species known to have invented a way to manipulate triolic waves, a rare form of energy that distorts the fabric of space-time. This allows them to travel both backward and forward in time. They use an easily concealed electronic device to set up a powerful triolic distortion field in a location (such as a cavern or building). This location then becomes the portal through which they travel.

The Federation considers the Devidians a serious threat because of the amoral disregard for the laws of historical causation that they display when they travel through time.

LANGUAGE AND NAMES

Devidians speak their own language, but Federation linguists know too little about it to analyze its structure or theorize about its development. Devidians, on the other hand, possess an instinctive ability to comprehend alien languages, so that they can communicate effectively with other races while shapeshifted.

FAVORED PROFESSIONS

Rogue. Since Devidians are predatory beings who use stealth and cunning to prey on other creatures, one may think of them as rogues.

SPECIES ADJUSTMENTS: +1 Intellect, +1 Perception, -2 Vitality. Devidians are clever, adept at stalking and hunting. Their unusual physiology puts them out of sorts when confronted with more physically robust species, however.

SPECIES ABILITIES

► **NEURAL DEPLETION:** Devidians feed by using an orifice in the forehead to drain neural energy from other living beings. In order to attach this organ to a victim, a Devidian must make a successful Unarmed Combat (Neural Depletion) attack. On every subsequent round, the victim takes 2d6 damage (though attacker receives no strength bonus) until he either dies or detaches the Devidian by making a successful Unarmed Combat skill test against it. Devidians must feed on neural energy to survive; failure to acquire such energy has the same effects as starvation upon Humans. Some Devidians become enamored of the specific "tastes" of certain neural energies, and become Addicted to these sensations (as the flaw).

► **SHAPECHANGE:** Devidians can assume the shape and appearance of any other humanoid life form at will, even assuming conventions of dress and fashion of

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OPTIONAL DEVIDIAN TRAITS

At your option, the Devidians might not be technological time-travelers; they could be a powerfully psionic race. In this case, their withered bodies and lack of interest in material affairs might indicate that they are on the cusp of evolving into beings of mental energy—an assertion supported by their need to feed upon the mind-power of other creatures.

► **Devidian Psionic:** Devidians may well be a strong psionic race, with the power to manipulate space-time, to disguise themselves with mental illusions, and to steal mental energy all through their formidable minds. Psionic Devidians have special skills in Telepathic Illusion, Temporal Displacement and Psychic Vampirism, all at level 1 to start. In this variant, the Devidian uses skill rolls of these psionic skills to accomplish its aims. Telepathic Illusions contest against Willpower or Mind Shields in order to conceal the appearance of a Devidian. Temporal Displacement allows the Devidian to fade in and out of time synchronization (base TN 11, 1 action). Psychic Vampirism enables the Devidian to feed upon mental energies. The Devidian opposes a victim's Willpower or Mind Shield to cause 2d6 damage and steal that as nourishment, by touch. Under this system, individual Devidians might have the power to push other people through time, to turn invisible, or to drain the minds of several victims. Conversely, you could build "adolescent" Devidians with lesser skills to challenge a crew who don't have a lot of psionic might.

whatever time and culture they are in. While shapechanged, they cannot be recognized as Devidians unless someone is specifically trying to spot them as such. Even then, spotting a shapechanged Devidian for what it is requires an Investigate skill test (TN 10). In such a case, treat the Devidian as if it had the Everyman edge—a given Devidian may move from shape to shape in order to confuse pursuers, and is unlikely to be easily spotted even if it has certain known traits or quirks.

► **TEMPORAL DISPLACEMENT:** Devidians exist in their own time continuum, so they are always just barely out of synchronization with those who exist in normal time. In normal time, they appear as hazy, insubstantial ghost images. In order to see their true form, beings in normal time must use viewing devices that match the Devidians' synchronic temporal distortion of +0.004%. Devidians can shift their displacement to drop into or out of normal time synchronization, as desired (treat as a combat action, cost 1).

ENCOUNTERS

Although some Devidians apparently remain ensconced in the cave systems of their homeworld, others wander throughout space and time to seek out life energy for their fellows. These wanderers are not immediately apparent unless one knows exactly what to watch for.

Devidian Rogue

ADVANCEMENTS: 2

ATTRIBUTES: Agl 9*, Int 10, Prs 7 Per 9*, Str 8, Vit 7

REACTIONS: Quik +1*, Savv +1, Stam +1, Will +2

DEFENSE: 8 Health: 8

COURAGE: 3

SKILLS: Conceal +5, Enterprise (Streetwise) +5, Impersonate +1, Influence +1, Observe (Spot) +4, Stealth +3, Stealth (Shadow) +4, Unarmed Combat (Neural Depletion) +6

EDGES: Alert, Iron Willed

FLAWS: Addiction (Neural Energy)

PROFESSIONAL ABILITIES: Fleet of Foot



PERSONALITY

Generations of constant warfare have made Ekosians both cunning and tough. They are suspicious of those they do not know well, and they are quite capable of setting traps and elaborate ruses to test the intentions of strangers.

PHYSIOLOGY AND APPEARANCE

Physically and anatomically, Ekosians bear a striking resemblance to Humans and indeed, the two races are nearly identical. The fact that Federation emissary John Gill introduced them to 20th century-style Earth clothing (perhaps the least of Gill's violations of the Prime Directive, but still a significant one) only accentuates this similarity. Since the end of his period of influence (known as the Gill Interregnum), Ekosians have gone back to their traditional modes of dress, which include tunic-like garments of rough cloth for males and colorful gowns for females.

HOMEWORLD

Ekosians are native to Ekos, the inner planet in the M43 Alpha system.

HISTORY AND CULTURE

It is sometimes difficult to remember that the Ekosians had much history before their involvement with the Federation, especially since not much of it was formally recorded. They were, even by their own accounts, a ferociously warlike people who organized themselves into tribes, and then semi-feudal states led by warrior-kings, that fought each other constantly. Viewed from a global perspective, the Ekosians as a whole lived in a state of perpetual anarchy.

The Federation made first contact with the Ekosians and the intelligent race on their sister planet, Zeon, in 2260. Shortly thereafter, distinguished historian John Gill came to Ekos as a UFP cultural observer. Despairing over the endless bloodshed that he found, Gill made the fateful decision to violate the Prime Directive and take Ekosian social evolution into his own hands. Leapfrogging in a handful of years developments that took centuries on his native Earth, Gill gave the Ekosians technology that Humans had not developed until the mid-20th century. He also crafted for them a totalitarian world government in which he tried to replicate the orderliness and obedience to higher authority of Nazi Germany without its intrigue and genocidal hatred of outsiders.

Gill failed, and disastrously so. Generations of experience had taught the Ekosians that force validates the exercise of power, and that hatred serves as a powerful rallying point for large population groups. In 2268 Deputy Fuhrer Melakon seized control of the government, used Gill as a captive figurehead, and united the Ekosians behind a genocidal war against the peaceful and more technologically advanced Zeons. Only active intervention by the *Enterprise* toppled Melakon's regime, although John Gill was killed in the process.

For decades thereafter, Federation emissaries sought to undo the damage that Gill's experiment had caused. Over time, the Ekosians established a lasting peace with the Zeons, which included trade and cultural exchanges. In 2373, Ekos applied for and received membership in the UFP.

Ekosian Society

Except for the Gill Interregnum, Ekosian society has long exhibited a structure that mixes tribal and feudal characteristics. Individuals identify most strongly with their clans, or extended families, which in turn owe allegiance to a local feudal lord or tribal chieftain. Each local leader owes allegiance to a king or overlord. At every step of the social ladder, those below owe those immediately above a tax (whether in the form of money, goods or military or civil service) in return for physical protection and other governmental services.

Once John Gill's disastrous social experiment was discontinued, their world government evolved away

from a totalitarian state, into a loose republic in which the old feudal states agreed to cooperate with each other.

LANGUAGE AND NAMES

Originally, Ekosians spoke their own language, Ekosian. However, John Gill encouraged them to replace it with Federation Standard, and he was successful enough that Ekosian was quickly reduced to an artifact that existed only in archaic literature. Within a generation after the Gill Interregnum, the Ekosian language underwent a revival and Ekosian society and culture became functionally bilingual.

Ekosians favor short names characterized by hard consonant sounds, like Melakon, Isak or Daras.

FAVORED PROFESSIONS

Soldier. Before the Gill Interregnum, the Ekosians were a warlike race and when Gill remolded their society he failed to breed out of them the idea that the capacity for violence was socially and morally acceptable. After Ekos joined the UFP, a few adventurous Ekosians joined up with Starfleet.

SPECIES ADJUSTMENTS: None.

SPECIES ABILITIES

► **BONUS EDGE: BOLD:** Their long history of martial activity has bred into Ekosians an unusual capacity for decisive action. During the Gill Interregnum, this manifested itself in the daring that Melakon showed in launching his coup, as well as the boldness of those who worked toward his downfall.

► **BONUS EDGE: COURAGEOUS:** Similarly, Ekosians do not shrink from conflict, whether it be physical, political or even social. They will not hesitate to stand up for their beliefs—or their selfish interests.

ENCOUNTERS

Ekosians lack spaceflight technology until well into the 24th century. The jump-starting of their industrial processes in the 23rd century comes with painful changes; many Ekosians lacked the broad education or philosophical awareness that marked Earth's move into a Renaissance and beyond. As a result, the Ekosians adopted advanced warlike technology during the Gill Interregnum, but couldn't maintain it. It wasn't until the middle of the 24th century that the Ekosians finally stabilized their understanding of technology enough to develop warp theory, which in turn prompted their appeal to the Federation for assistance and, later, membership. For this reason, Ekosians are extremely rare off their planet until late in the 24th century and beyond.

Ekosian Soldier**ADVANCEMENTS: 1****ATTRIBUTES:** Agl 8*, Int 7, Prs 8, Per 9, Str 9, Vit 10***REACTIONS:** Quik +1, Savv +1, Stam +2*, Will +2**DEFENSE:** 8; **Health:** 11**COURAGE:** 4**SKILLS:** Athletics +4, **ARMED COMBAT:** Simple Weapons+5, First Aid +1, Observe (Spot) +3, **RANGED COMBAT:**Energy Weapons +3, Repair +1, Survival +3, Tactics (Ground) +1, **UNARMED COMBAT:** Brawling +5**EDGES:** Alert, High Pain Threshold**FLAWS:** Intolerance (Zeons)**PROFESSIONAL ABILITIES:** Evasion

cheekbones and almond-shaped eyes. Their culture dictates that they should cultivate a haughty demeanor, especially if they are of noble birth.

Elasian females are renowned for their beauty throughout their sector of Alpha Quadrant. In addition, they secrete through their tear ducts a biochemical compound that acts as a powerful aphrodisiac.

HOMEWORLD

The Elasians hail from Elas, the inner planet in the Tellun system in Alpha Quadrant. Unlike its sister planet Troyius, Elas is not blessed with great mineral wealth, but its fertile plains and moderate climate sustain intelligent life in reasonable comfort.

HISTORY AND CULTURE

Both the Elasians and their neighbors the Troyians developed the capacity for interplanetary travel in the 22nd century. From the moment that they became fully aware that another advanced civilization shared the same solar system with them, they became rivals, and rivalry quickly led to war. Elas and Troyius attacked, raided and bled each other for decades before they made first contact with the Federation in 2258. Both applied to join the UFP soon thereafter, but continued to spar with each other.

Federation geological surveys then confirmed that Troyius could serve as a plentiful source of dilithium crystals. This conferred great strategic importance on the planet. In 2268 Starfleet sent no less an ambassador than the *Enterprise* to aid peace negotiations between the warring parties. An agreement to end the war and betroth Dohlman Elaan of Elas to the Principus of Troyius nearly collapsed, however, when *Enterprise* Captain James Kirk briefly became enamored of the Dohlman after coming into contact with her tears (see below). Captain Kirk shook off the effects of the tears and saw to it that both sides signed and swore to the peace treaty.

Elasian Society

The Elasians' technological development raced far ahead of their social and political development, so that even as they had the capability to travel through space and project powerful weapons at other worlds, they remained a tribal and warlike race. Elasians owe their primary loyalty to their local chieftain, who has the right to demand service from all of their followers of military age (for most of their history, only males served as soldiers, but more recently some leaders have allowed females to serve as well). In turn, the local warlord owes allegiance to a regional overlord, although some local lords pay homage directly to the Elasians' overall leader, the Dohlman.

In practice, this semi-feudal structure, geared primarily to raising armies, is more flexible than it might seem. At each step in the chain, a noble may refuse to

**ELASIANS****PERSONALITY**

Elasians are proud and unyielding. Showing weakness—especially to non-Elasians—is the most contemptible thing that an Elasian can do. This makes them difficult negotiating partners and hinders them in situations where they must cooperate with those not of their kind.

PHYSIOLOGY AND APPEARANCE

Elasians are humanoids characterized by their square-shouldered bodies, tan complexions, high

serve his superior, whether for personal reasons, doubts about the success of the war, or more sinister motives. In theory, this is outrageous insubordination, but in fact the worst that will happen to him is that he will not receive a share of the spoils of victory.

Each Dohlman rules for life, and upon the death of one all of the regional lords and more important local leaders gather in council to elect a new Dohlman from their ranks. These meetings are notorious for their intrigue, and they have occasioned many infamous assassinations down through the ages. The only Dohlman who did not rule for life was Elaan, who reluctantly gave herself in a dynastic marriage to the Principus of Troyius in 2268 to cement peace between the two civilizations. Upon her abdication, her nephew Dokuun of Panderos was elected to succeed her.

LANGUAGE AND NAMES

Elasians speak their native language, known as Elasian. Since the peace with Troyius, a few have learned to speak Troyian as well. Elasian nobility favor elegant-sounding names with drawn-out vowel sounds, such as Elaan and Dukoon. Commoners have harsher-sounding names, such as Kryton and Troklos.

FAVORED PROFESSIONS

Soldier. Even after the peace with Troyius, Elasians honor the martial virtues and Elasian youths still compete to enter the service of their local warlord, hoping that ultimately the Dohlman will tap them for the Bodyguard of the Supreme Person. Some Elasians also left their homeworld to serve in Starfleet.

SPECIES ADJUSTMENTS: -1 Agility, +1 Strength. Generations of constant warfare using physical weapons has made the Elasians strong, but not particularly agile.

SPECIES ABILITIES

- ▷ **BONUS EDGE: RESOLUTE:** Once they have committed themselves to a task or a line of thinking, Elasians tend to stick to it come what may. When Dohlman Elaan resisted marriage with the Troyians, no one who knew her or her people was surprised.
- ▷ **PHILODISIAC:** In a curious twist of physiology, the tear ducts of Elasian females secrete a powerful mood-altering compound that causes males of almost any humanoid species to feel a powerful sexual attraction to them. This compound is absorbed through the skin or mucous membranes. If a humanoid male comes into contact with the tears of an Elasian female, treat it as if she is making an Influence (Charm) skill test on him (TN 5). If she succeeds, he gains the flaw Devotion to that female. He may then spend two Courage points to make a Willpower test (TN 20) to break the hold.

Elasian Soldier

ADVANCEMENTS: 1

ATTRIBUTES: Agl 9, Int 7, Prs 7*, Per 8, Str 10, Vit 9*

REACTIONS: Quik +1*, Savv +1, Stam +2, Will +1

DEFENSE: 8; Health: 11

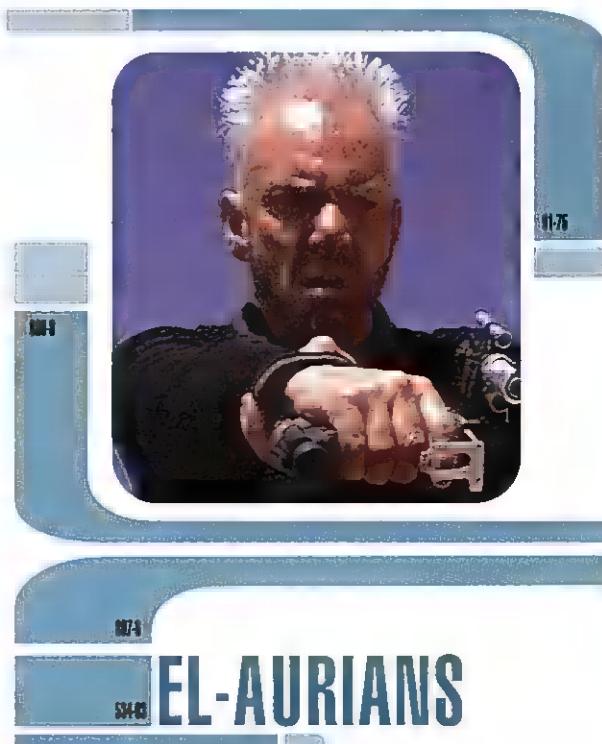
COURAGE: 4

SKILLS: Athletics +6, Armed Combat (Simple Weapons) +6, First Aid +1, Knowledge (Elas) +1, Observe (Spot) +3, Ranged Weapons (Energy Weapons) +5, Repair +1, Survival +3, System Operation +1, Tactics (Ground) +1, Unarmed Combat (Brawling) +3

EDGES: Alert, High Pain Threshold

FLAWS: Intolerance (Troyians)

PROFESSIONAL ABILITIES: Evasion.



PERSONALITY

The El-Aurians have a reputation as a race of listeners. Listening, to the El-Aurians, is an active process. Good listeners learn to draw out their conversation partners, getting past expressed concerns to unearth fundamental difficulties. Good listeners rarely solve other people's problems, instead helping them to find their own solutions. These traits combine with the El-Aurians' natural sense of the ebb and flow of space-time to make a placid, observant race that harmoniously watches the goings on of the universe without feeling a driving need to control or shape the galaxy around them. El-Aurians follow in the wake of destiny, and while they may not create great things, they are almost always present at important beginnings.

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The El-Aurian talent for listening may well stem from their exceptionally long lives. A very healthy and robust race, El-Aurians live well in excess of 700 human years. While one might think that in that time they had heard it all, El-Aurians find other people's problems and situations endlessly fascinating. They usually have a wealth of experience from which to draw, and they look forward to the chance to add more.

Some also say that the El-Aurian's fabled loneliness contributes to their ability and desire to listen. The Borg destroyed the El-Aurian homeworld in the late 23rd century, scattering the race throughout the galaxy. El-Aurians rarely gather in large numbers any more, and some believe they do this out of fear that another catastrophe could leave their race on the edge of extinction. Lacking companionship of their own kind, they seek out whatever camaraderie they can find. Becoming known as a good listener is an excellent way to gain new associates.

Just because El-Aurians willingly listen to those who come to them does not mean they take these people as friends, however. El-Aurians are friendly with many but friends with few. They may have earned a reputation as great listeners, but they rarely reveal as much as they learn. Some people joke that the El-Aurians had to become great listeners since they almost never say anything. Even those people an El-Aurian claims as friends rarely learn much about her.

El-Aurians usually reserve their respect for those people who exhibit as much common sense as they do—a rare breed, considering most people do not have as long as El-Aurians do to learn from their mistakes. While El-Aurians can listen to anyone about anything, they demonstrate little tolerance for stupididi-

ty. Acting foolishly in their presence is a sure way to find oneself quietly shunned.

This intolerance for mistakes may also stem from their world's destruction. Though this happened in the 23rd century, even a hundred years later many El-Aurans remember it personally. Almost all the survivors lost friends and family in its destruction. This mass catastrophe left the race shaken and anxious, afraid of losing what they have left. It also contributed to their reticence at letting people close to them, since they have already lost so many people important to them. Any long-lived race faces this dilemma, since so many of their friends die before them, but the destruction of the El-Aurian homeworld made their losses that much more severe.

Many El-Aurians also manifest personality quirks that other races might term dementia. These include obsessing on individuals, seeking to recreate their pasts at any costs, and imaginary friends with whom they speak throughout their lives. Some people even refer to the El-Aurians' reticence at divulging information about themselves an obsession. No one knows whether these stem from the El-Aurians' past trauma, their long lives, or some other source.

PHYSIOLOGY AND APPEARANCE

El-Aurians have so many similarities to Humans that they successfully and covertly lived on Earth long before Humanity realized it. Their height, weight, skin, musculature, skeletal structure, and even internal organs require that observers know about their differences before noticing them. El-Aurian evolution and genetic manipulation made all these more efficient, however, and contribute to their longevity.

El-Aurians rarely fall ill, and their bodies can survive years of abuse and hard living. Their immune systems seem almost intelligent, targeting only those foreign bodies that can actually hurt the El-Aurian and ignoring benign ones. This also makes them more resistant to poisons, though by no means immune.

One significant El-Aurian difference comes in their time sense, which many consider a real "sixth sense." Not only can El-Aurians easily track the passage of time, but they can detect aspects of it invisible to other observers. They quickly become aware of disruptions in the flow of time, and, while they may not understand the nature of the problem, they can easily determine if they are getting closer to or farther from the disruption, both physically and temporally. Federation scientists do not understand the source of this sixth sense, nor have the El-Aurians allowed them to study it in depth, but it has revealed itself most prominently in individuals exposed to the nexus energy ribbon phenomenon.

HOMeworld

The Borg destroyed the El-Aurian homeworld in the late 23rd century as part of an attempt to destroy the race. The Federation has never determined why the Borg sought to destroy this race instead of assimilating it, theorizing that the El-Aurians pose some sort of real threat to the alien collective. While some think this might have to do with the El-Aurian time sense, others note that Borg hostilities lessened after destroying the El-Aurian homeworld. This would imply that the Borg feared the El-Aurians as a group, not as a scattered race, or that some property of the El-Aurian homeworld itself was a danger to the collective.

HISTORY AND CULTURE

The loss of the El-Aurian homeworld also destroyed most of their culture. They became a refugee race, traveling the galaxy in search of safety. Most of their art, industry, and history disappeared in the attack, causing a loss that xenoanthropologists still bemoan. The El-Aurians scattered throughout the galaxy and now reside within the Federation, the Klingon Empire, and wherever they can find homes.

The destruction also manifested itself in other problems for the race. Many El-Aurians sought to escape back to their past, either recreating their old lives through holoprograms, using artificial means to forget, or even trying to change the course of time itself. Eventually, most realized the futility of such efforts, but some became obsessed. Other El-Aurians look on these demented few with pity made all the more personal by the realization that these fixations could have happened to any of them. Strangely, El-Aurians tend to treat their personality quirks as strengths, not character flaws. Such fixations and pastimes help to deal with an otherwise long and traumatic existence.



El-Aurians have little problem inserting themselves into new cultures, finding acceptance almost everywhere they go. Their wisdom and ability to lend an ear seem welcome among all cultures. El-Aurians adapt easily to their new homes, learning new ways and manners with ease. Their long lives also mean that they see cultural forces come and go, change and evolve, and either disappear as fads or stay as cultural norms. Changes barely phase them. Young El-Aurians inherit this detachment, emulating their elders' own indifference to fluctuations in society.

El-Aurians can even adapt to other cultures' family structures, though they tend to follow many of their own practices here. Since they live so long, few expect to have the same partners throughout their entire lives. El-Aurian women tend to have many children over the course of their lives, and they stay fertile for centuries. The destruction of El-Auria caused many women to try to have more children as a way to repopulate their culture, though the sorrow struck others so deeply that intimacy became a problem. They also lost the desire to bring more children into a universe that could manifest such horror.

Families do not hold the same importance to El-Aurians that they do for other races. Even the most dutiful child or loving sibling drifts away through the course of centuries, and few El-Aurians look to their families as their primary support structure. Nevertheless, El-Aurians take their family responsibilities very seriously, and most feel that they must pass their wisdom on to their children. At the very least, they have to teach them to listen well.

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LANGUAGE AND NAMES

El-Aurian. Most El-Aurians can still speak their common language, though they rarely get the chance any more. Most become so comfortable with whatever language dominates their new homes that they even stop thinking in El-Aurian, leading some to fear that El-Aurian may become a dead language in a few centuries.

El-Aurians have family names, but they rarely use them. After all, an El-Aurian may have dozens of siblings, and they often find use of the family name confusing. They use their given names in most interaction, and some even change this throughout their lives. Many El-Aurians use different names at different points in their lives, sometimes as a way to conceal their pasts, create new futures, or stress a different part of their personality.

FAMILY NAMES: Aptidon, Balaguer, Couled, Obiang, Sassou, Soran.

MALE NAMES: Caecus, Coeris, Martus, Pralix, Tolian.

FEMALE NAMES: Aveer, Guinan, Infatima, Lerian, Trian.

FAVORED PROFESSIONS

Starship counselor, scientist or diplomat. El-Aurians work best when they can take input from people and help them solve their own problems. A few have found a place in Starfleet, and they proved themselves very able counselors. Others work as diplomats or scientists. Typically, El-Aurians are at their best when trying to settle the universe around them into a calm, peaceful state—something that they do naturally as listeners and observers.

SPECIES ADJUSTMENTS: +1 Perception, +1 Vitality, -1 Strength. El-Aurians lack bulky body mass; most of them don't have the pronounced musculature of more aggressive species. Their advanced medical technologies helped to remove unfavorable genotypes from their species, though, and their natural inclinations give them a tendency to pay attention to the details of their surroundings.

SPECIES ABILITIES

► **BONUS EDGE: CULTURAL FLEXIBILITY:** El-Aurians automatically possess the Cultural Flexibility Edge (see *The Star Trek RPG Player's Guide*, page 133).

► **GOOD LISTENER:** El-Aurians learn to hear what people are really saying, not just the words that come out of their mouths. As a result, they gain a +2 species bonus to Inquire skill tests.

► **QUIET PERCEPTION:** Since El-Aurians learn to listen quietly, they gain a +1 bonus to Observe (Listen) rolls.

OPTIONAL EL-AURIAN TRAITS

► **PATIENT (EDGE):** El-Aurians know that time is on their side, so often they have no need to rush. Consequently, when you make an extended test, you can reroll any one stage of the test and take whichever roll is desired. You can only use this benefit once per extended test.

► **QUIRKY (FLAW):** Over time, El-Aurians often manifest some sort of psychological abnormality. This can include delusions (believing someone is there who is not), obsessions (having to be around family members), and even other personalities. This flaw is not debilitating, but it can get in the way, or at least make other people more concerned about the characters' actions. You must spend 1 Courage point in any scene that you don't want to exhibit some sort of notable unusual behavior. Note that being Quirky isn't a license to act crazy—it simply means that the El-Aurian has little habits or mannerisms that strike onlookers as slightly odd.

► **SPACETIME ATTUNEMENT:** El-Aurians have a sense for unnatural manipulation of the spacetime continuum. Alterations to the timeline leave the El-Aurian with a nagging feeling of things gone awry, sometimes even with memories of the former state. Powerful manipulative entities such as the Q also detest the El-Aurians for the latter race's tendency to recognize and counter changes to "reality." The Narrator secretly makes an Observe test for an El-Aurian in the event of a local distortion to the spacetime continuum (TN 5). On a failure, the El-Aurian remains unaware of the changes. On a marginal success, the El-Aurian knows that something is wrong, but not what. With a greater degree of success, the El-Aurian may remember vague snatches of the way things "should have been"—the Narrator can give the player brief hints at the order of things, and the El-Aurian's player can spend a Courage point to remember a specific fact about the former timeline (such as the fact that a crewmate is supposed to be dead or missing).

ENCOUNTERS

Most surviving El-Aurians make their homes in the Alpha and Beta quadrants. There they take on a variety of roles, most of which involve regular contact with other people. Many of their activities put them in an entrepreneurial role, often running their own business. This allows them to interact with other people without having to follow their commands. Even in Starfleet, El-Aurians tend to end up in positions that give them a great deal of flexibility in what they do.

El-Aurian Starship Counselor

Young when the Borg destroyed El-Auria, this generation joined the refugee fleet fleeing the collective. Some counselors came from business franchises, others from mystical orders; over time, quite a few evolved into shipboard friends and family to a variety of crews. The starship counselor could be a Starfleet officer who acts as a sounding board for crew, or a battle-hardened holodeck programmer on a Klingon ship, ready to stand with honor next to an adopted family. In either case, the counselor trades the loss of a home-world for a life in the spacelanes.

ADVANCEMENTS: 1

ATTRIBUTES: Agl 6, Int 8, Per 11*, Prs 12*, Str 4, Vit 9

REACTIONS: Quik +2, Savv +3*, Stam +1, Will +1

DEFENSE: 7; Health: 9

COURAGE: 3

SPECIES ABILITIES: Bonus Edge: Cultural Flexibility, Good Listener, Quiet Perception, Spacetime Attunement

SKILLS: Appraise +1, Computer Use (Retrieve) +1,

ENTERPRISE: Business +2, First Aid +2, **KNOWLEDGE:** Culture (Earth, Ferengi) +3, **KNOWLEDGE:** History (Earth) +1, **KNOWLEDGE:** Politics (Earth) +3, **KNOWLEDGE:** Religion (Human) +1, **KNOWLEDGE:** Specific World (Earth, Ferenginar, Mars) +3, **LANGUAGE:** Federation Standard +2, **LANGUAGE:** El-Aurian +1, Influence (Charm) +3, Inquire (Interview) +4, Medicine (Psychology) +4, **RANGED COMBAT:** Energy Weapons +1, Survival +1, System Operation +1

EDGES: Alert, Skill Focus (Eloquent), Skill Focus (Persuasive)

FLAWS: Species Enmity (Borg)

Additional El-Aurian Characters

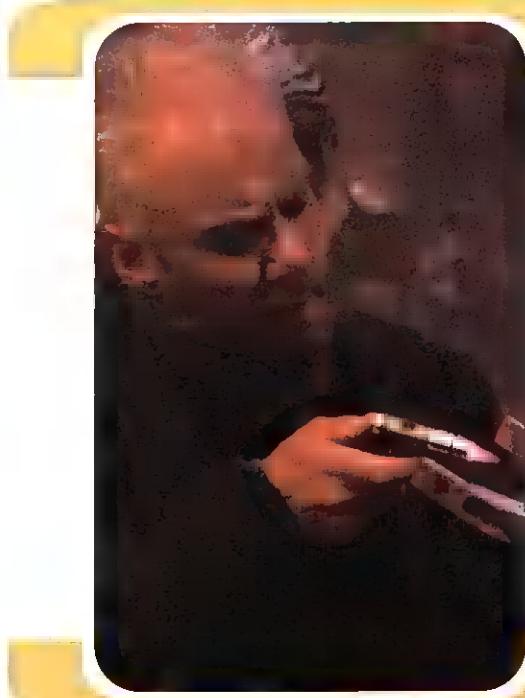
DIPLOMAT: With their long lives, well-traveled experience, and ability to listen well, El-Aurians make excellent diplomats. Often, they can help parties in conflict to determine the real root causes for differences.

MYSTIC: Unsurprisingly, the El-Aurian attunement to the natural flow of spacetime means that many of them recognize the universe as a growing, living thing, and not just as a collection of scientific phenomena. Particularly reclusive El-Aurians use meditation and introspection as means to tie themselves ever closer to this cosmic pulse.

SCIENTIST: The El-Aurian penchant for keen observation and their excellent work on long-term projects means that they have both the patience and the affinity for science. They often notice elements of experimentation or theory that others might miss, and develop highly detailed theories and processes in their specialties.

ERAS

ENTERPRISE: A rare few El-Aurians covertly socialize on Earth among humanity, and it's possible



that one or two might even accompany Starfleet on its early 22nd century exploration missions. Of course, El-Aurians don't actually *join* Starfleet, but they do continue to explore the quadrant. Even outside of Earth space, El-Aurians remain occasional wanderers, with functional star travel technology. It's possible to encounter El-Aurians in many parts of the Alpha quadrant during this era.

TOS: In the 23rd century, the Federation remains mostly unaware of the existence of El-Aurians as a separate species. For their part, the El-Aurians have little desire to disabuse this notion. Matters change late in the 23rd century, when the Borg finally locate and destroy El-Auria. Refugees flee to the corners of the quadrant, rescued from various phenomena by the heroic actions of ships like the *Enterprise-B*. Afterward, they become nomadic, found anywhere that groups of other species gather but often moving from place to place every few months.

TNG: El-Aurians are known as a separate species in the 24th century, although the Federation still considers them a minor footnote—mostly because they don't do anything to stand out, and the lack of a home-world rates them as a "transient species." Occasional encounters with temporal anomalies and potent entities like the Q, however, slowly raise Starfleet's awareness of the capabilities of El-Aurians.

DS9: Having already survived the devastation of one war, the El-Aurians have no desire to become enmeshed in a second one. The Dominion War sees El-Aurians heading for the sidelines to stay out of harm's way. A rare few remain dedicated to their new homes,

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battling ferociously to prevent a reoccurrence of their previous loss.

VOY: Since the El-Aurians have had warp technology for a long time, and have an intuitive sense for the flow of spacetime, it's not unreasonable to imagine an El-Aurian colony or ship far from the traveled reaches of the Alpha and Beta Quadrants. If stranded on a distant ship, an El-Aurian might be a valuable confidant and sounding board for crewmates in times of stress.



FLAXIANS

PERSONALITY

Flaxians are, by nature, a reclusive people, having little to do with interstellar politics or other sapient species. Their world provides them with all they need, and so they see little need to interact with outsiders. When they travel off-world, they keep to themselves and say little.

Flaxians are consummate artists. Whatever they turn their hands to must be performed with artistry and skill. To a Flaxian, it's not so much whether the painting or sculpture is beautiful, or elicits an emotional response in the viewer, but whether or not the work is the best they can do. Anything they do, especially professionally, must demonstrate their technical proficiency.

While it is safe to say that Flaxians are kind to their family, have rewarding friendships, and share the same emotions that most other sapiens do, they have a peculiar moral framework that makes them well-suited for assassination. To them, there's no shame or particular moral qualm in killing someone who "deserves it"—and to the Flaxian way of thinking, if you have a contract on your head, you obviously did something to deserve it. Indeed, the Flaxian emphasis on technical

perfection means that Flaxian mercenaries equate the performance of assassinations and military operations with other forms of art: The harder the job, the more famous the personage, the more difficult the terrain, the more prestige associated with successful completion.

PHYSIOLOGY AND APPEARANCE

Standing 1.7 to 2.1 meters tall, the Flaxians tend to have dark skin and hair, with horizontal furrows along the forehead and bridge of the nose. Long barbells descend from the chin, knuckles, and wrists. Above the eyes, along the jaw line, in the center of the forehead, and on the sides and back of the head Flaxians grow pearl-like spheres.

HOMeworld

The Flaxian homeworld orbits a binary system consisting of a Type K7 V star and a Type G5 V star. Called Flax by its inhabitants, the planet is located outside Federation space along the border with Tholian space. Their world possesses near Earth-like planetary conditions—1.25 G and an oxygen-nitrogen atmosphere (but it contains trace amounts of sulfur that make the air smell like rotten eggs). The environment is predominantly marshy, with the hydrosphere comprising 80% of planet's surface and a mean temperature of 32 degrees Celsius.

HISTORY AND CULTURE

With their world located near the border with the Romulan Star Empire and the Tholian territories, Flaxians remain largely unknown to the Federation. The region of space in which their planet resides has yet to be explored by Starfleet, which must worry about Romulan patrols and mysterious disappearances attributed to the Tholians.

Until the 21st century, the Flaxians fought conflicts between balkanized nations. As their civilization advanced, they gradually gave up open warfare as a political tool, to counter the near genocide of the slowly reproducing species, and turned to assassination as a tool of statecraft. When conflicts between nations arose, both sides sent out assassins to kill the other side's leaders. Consequently, few had the desire to lead on Flax, until their society became *de facto* anarchy.

At some point in their history, the Romulans made contact with the Flaxians. Discovering a world with no real government, and tradition of highly-trained assassins, the Romulans treated the world like a client state. The precise details of this period and the nature of their relationship remains a mystery. Soon afterwards, Flaxian assassins began practicing their trade on behalf of the Tal Shiar.

Flaxian Society

On Flax, assassins are respected, highly trained individuals who weed out society's malcontents. Every Flaxian government at one time maintained a bureau

of trained assassins to handle political and social conflicts. As their society evolved into one without leaders, these bureaus styled themselves as assassins' guilds. Each guild specializes in a particular style of assassination—explosives, poison, bladed weapons, infiltration, and so forth. Assassins must be registered on Flax in order to be considered professionals; wanton murder is illegal on Flax, even if you call yourself an assassin.

The Flaxian "assassination culture" is not, of course, the entirety of their society; Flaxians also practice various technical arts such as painting and sculpture, and their pursuit of perfection makes them very good as engineers. Nevertheless, to the Galaxy at large they're best known for their assassin's guilds, especially because of the Flaxians' own lax policy toward such organizations. Indeed, Flaxians see their assassins as their society's version of police, and regard them as admirable figures.

The Flaxian government is one of enlightened anarchy. No one wants to lead, lest they become the target of assassination, and so citizens are left to interact with each other on their own. Laws remain on the books, and this forms the basis of their judicial system; however, the only real law is one's individual moral compass and the judgment of a registered assassin. Consequently, cities on Flax have become havens for all kinds of illicit activities, so long as they cause no harm to others, which attracts the likes of the Orions and Ferengi. The Romulans, too, take advantage of this openness, and leave well enough alone.

LANGUAGE AND NAMES

Flaxians speak *sopor*, and learn Romulan. They use only their given names.

MALE NAMES: Belegor, Petera, Retaya, Seledon, Todaya

FEMALE NAMES: Daneli, Fanala, Nitaya, Livoya, Yadala

FAVORED PROFESSIONS

Rogue or soldier. Every Flaxian child wants to grow up to be an assassin, a keeper of the peace, artist of the kill, and resolver of differences. They compete for acceptance to one of the planet's assassins' guilds, and undergo the rigorous training involved.

SPECIES ADJUSTMENTS: +1 Strength, +1 Vitality. Flaxians are stronger and hardier than many other species, in both cases due to their planet's heavier gravity.

SPECIES ABILITIES

► **BONUS EDGE: METICULOUS (UPGRADED):** Flaxians take great care in what they do, whether it's repairing a life support system or constructing a pheromone bomb. Characters receive the Meticulous edge for

free along with Trait Upgrade: Meticulous, so they gain a +2 cumulative bonus per round in extended tests.

► **PERFECTIONIST:** Flaxians believe in doing the best they can, aesthetically speaking—weaving the finest cloth, creating the perfect computer program, or assassinating artfully. At character creation, after you have selected your character's skills, choose one professional skill. Your character receives +1 Renown for any extraordinary success in the named skill.

► **SUSPICIOUS:** Because of the ever-present danger of assassination, Flaxians tend to be cautious. They receive Observe (Spot) at level 2 and Investigate (Forensics, Inspect) at level 2 and can treat these as professional skills for the purposes of skill acquisition and advancement. They also gain a +1 species bonus to Quickness tests made to dodge.

Flaxian Assassin

On Flax, this character works for one of the planet's assassins' guilds, tracking down those against whom a complaint has been officially filed. This could become problematic if the person targeted is the crew's contact. Traveling off-world, the character is in the employ of the Obsidian Order, *Tal Shiar*, or Orion Syndicate. He often crafts beautiful sculptures coated with a contact poison (which he makes himself) and sends them to his marks.

ADVANCEMENTS: 12

ATTRIBUTES: Agl 12*, Int 8, Per 10*, Prs 6, Str 8, Vit 8

REACTIONS: Quik +3*, Savv +2, Stam +1, Will +1

DEFENSE: 9

HEALTH: 9

COURAGE: 3

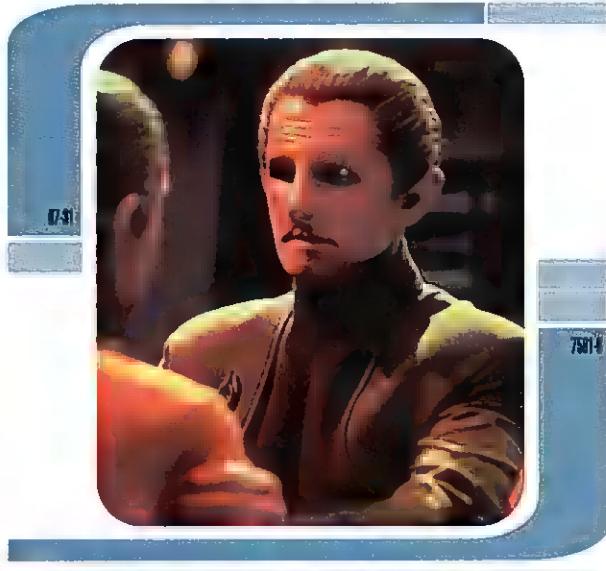
SPECIES ABILITIES: Bonus Edge: Meticulous (Upgraded), Perfectionist (Ranged Combat: Energy Weapons), Suspicious

SKILLS: **ARMED COMBAT:** Simple +3, Computer Use +2, Conceal +5, Construct +1, **CRAFT:** Sculpture +6, **ENTERPRISE:** Streetwise +5, Impersonate (Disguise) +6, Inquire (Fraternize) +3, Investigate (Forensics, Inspect) +4, **KNOWLEDGE:** Culture (Flaxian) +4, **KNOWLEDGE:** History (Flaxian) +4, **KNOWLEDGE:** Specific World (Flax) +4, **LANGUAGE:** Sopor +4, Observe (Listen, Spot) +5, **RANGED COMBAT:** Energy Weapons +8, **SCIENCE:** Physical (Chemistry) +7, Stealth (Hide) +7

EDGES: Dead Aim, Infamy (Murder), Innovative

FLAWS: Dark Secret (works for the *Tal Shiar*)

PROFESSIONAL ABILITIES: Area of Expertise (Science: Physical (Chemistry)), Lurking in Shadows, Master of Disguise



FOUNDERS

PERSONALITY

Although their bodies are mercurial and capable of assuming any shape they desire, the Founders (also called changelings) are strict adherents to concepts of order and discipline. They abhor chaos and seek to control it by oppressing other races that foment it. Long ago, they explored the galaxy, urged on by a natural curiosity, but were soon viciously persecuted by other races, suspicious of their shapechanging abilities. They retreated to their secret homeworld and forged the star-spanning Dominion, ensuring that such persecution would never happen again. Changelings have a long memory, bolstered by the Great Link—the melding of their bodies and consciousness into a single, expansive matrix—and they will never forget the original sin done to them... or ever forgive it.

Changelings are one of the most secretive races in the universe. Because of their distrust of the "solids" (their term for races who are not composed of metamorphic gelatin as they), changelings remain out of sight and mind. Even their existence was a secret for many centuries. Their minions, the Jem'Hadar and the Vorta, worshipped them as gods, unaware that they were simply another race, although one with amazing abilities. They walk incognito among "solids," disguised as anything they desire—Human, Ferengi, Klingon or even a vase or bulkhead.

Changelings do not form equal relationships with members of other races; they are a race ever apart and separate, badly spurned once and now too bitter to ever again trust another. They find solace and companionship only among their own kind, for only a fel-

low changeling can join in the Great Link. It was long said that no changeling had ever killed another, another reason that they greatly trust only one another.

The exceptions to this racial bonding are those changelings raised away from their own kind. Ever curious despite their distrust of others, the changelings sent 100 infants throughout the galaxy, implanting in them a desire to later return home and tell of their experiences. One such foundling was Odo, who became the security chief of Deep Space 9, ignorant for many years about the truth of his heritage. Although he felt ever removed from others around him, he developed a deep love for some of them. This bonding caused him to accidentally kill a fellow Changeling while defending his "solid" friends.

Nonetheless, most foundlings who survive their distant sojourns find their way back home and fit seamlessly back into changeling society, willingly spurning their previous lives and friends for the communal embrace provided by the Great Link. Inevitably, they suffered persecution among other races, and this bitterness only reinforces the changelings' drive to rule over the "solids" rather than be hurt by them.

Changelings rarely argue among one another, readily conceding another's greater wisdom or insight. If in doubt, all they need do is merge, sharing bodies and thoughts, after which it becomes clear which of them is better fit to lead in a given situation. They are keen observers of "solid" behavior, not only due to their native curiosity but from a sense of self-preservation—they must understand those they secretly rule over, lest they lose control of them. This deep understanding and knowledge of others allows them to more easily assume false identities among them. No matter how well they come to know another race, however, they do not forget that all "solids" are ultimately driven by fear and misunderstanding, which will eventually be turned against the changelings if their existence were truly known.

In attempting to defend themselves against early persecution, the changelings have become the very beings their persecutors feared.

PHYSIOLOGY AND APPEARANCE

A changeling's body consists of a gelatinous substance held in a morphogenetic matrix, activated into different shapes and textures by a special enzyme. This allows the changeling to assume any shape and texture he desires, assuming he has studied that shape long enough. He cannot simply take the form of a person he only glanced at—he has to see enough of that person to properly mimic his features. He can form sophisticated simulations of flesh and matter, perfectly mimicking clothing and accoutrement. No known scanning technology can detect a shapechanged changeling. Any piece of mimicked flesh, equipment or clothing, however, that is separated from the

changeling (including blood samples), reverts to its gelatinous state. In addition, phasers set to Heavy Stun or above (level 3+) can force a changeling to revert. Its body also reverts if killed.

For at least one hour per day, a changeling must revert back to his gelatinous state and rest. He can resist this only for a limited time, after which he can no longer hold a shape and reverts against his will. It is said that some changelings can withstand this reversion longer than others, perhaps even going as much as a week before reverting.

Changelings desire to join the Great Link and wish to merge with it at least once a week, if not more frequently. Only foundlings find it easy to resist this urge, for they were raised without it and often retain some degree of individuality that is alien to other changelings.

The morphogenetic matrix is not perfect. It can suffer instabilities that threaten the life of a changeling. If a diseased changeling were to merge in the Great Link, the instability could spread to others, threatening the entire race.

HOMeworld

The name of their homeworld is unknown to non-changelings, but its location is known. It resides in the Omarion Nebula in the Gamma Quadrant. The planet might seem barren and lifeless to a "solid," but it is full of life—the great, roiling sea that laps at its surface is no body of water but the Great Link of merged changeling bodies, communing together.

All life on the world is morphogenetic. Even the non-sentient lifeforms shapeshift, assuming whatever form or function best suits the changing environment. Long ago, when differences in morphology existed, this shapeshifting ability initiated a game of one-upmanship between predator and prey, but most such life has since evolved, like the changelings, to rely on communion rather than competition. Lifeforms readily merge to share nutrients, and one can no longer discern any difference between the gelatinous masses that emerge from the bonding. Some organisms take the shape of rocks and minerals, giving a visiting "solid" the startling impression that mountains often rise up and walk away.

The world is guarded against trespass by Jem'Hadar warriors, ever ready to die for the Founders. Vorta minions come and go, receiving orders from their Founder masters, spreading throughout the Dominion to maintain the Founders' control over their empire.

HISTORY AND CULTURE

The Great Link forms the core of changeling society. The ability to merge with one's fellows provides a communal awareness and sensitivity unknown and incomprehensible to "solids"—even such races as the empathically aware Betazoids cannot fully understand

the psychology of a changeling's sense of self, which is expansive and extends across space to the consciousnesses of other changelings. Although they do not always share a telepathic bond, their identities are deeply tied to those of others with whom they have shared the Link.

This provides for a degree of harmony that is perhaps impossible for other races to achieve. While changelings do maintain a sense of individuality, there is rarely ever any jealousy of another's abilities or achievements, for the Great Link allows them all to share in a single changeling's greatness. Once they leave the Link, they must rely on individual skill, and hence develop leaders and followers. But these leaders earn their position and cannot fake the abilities that allow them to lead, while the followers study and learn from them. Elder changelings are usually wiser than others, having merged with so many more of their own kind and having experienced more of the ways of the "solids" (usually by spending some time disguised among them); they usually assume leadership roles. The oldest, however, often give up active involvement with the world and spend all their time merged in the Great Link, submerged in the oneness with others, providing others access to their memories.

There is a weak point in the chain, however: Changelings who merge bring their bad experiences as well as their good. Those who have suffered terribly under the thumb of "solids" only reinforce the whole Link's hatred of them. Hence, the entire race can be poisoned by bad thoughts just as it can be threatened by one changeling's matrix instability.

LANGUAGE AND NAMES

The Founders know all the languages of their main subjects in the Dominion, including Dominion Standard, Vorta and Jem'Hadar. Those tasked with conquering the Alpha Quadrant learn Federation Standard, Cardassian and even Klingon. They have no need of their own language, for their merging can provide far greater and more immediate communication than words could possibly convey.

Changelings adopt names for themselves when operating among "solids," but have little use for them on their homeworld.

FAVORED PROFESSIONS

Any Changelings can learn any Profession needed to aid whatever guise they assume among solids. Unlike assuming a shape, a changeling cannot simply assume a Profession, but must train and study for it. The entire resources of the Dominion are available for this study, however, giving them access to just about any situation they might possibly need. Some changelings learn more than one Profession, if they plan on assuming multiple roles among the "solids." Note that they do not usually learn a Profession to the

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same degree a normal practitioner does; they study what they need to and don't bother with the rest. Hence, a changeling Merchant will probably never be as good as a Ferengi, and a Scientist may never be as brilliant as a Starfleet warp drive designer, but he doesn't need to be—he only needs to know enough to pass himself off as a typical Merchant or Scientist.

SPECIES ADJUSTMENTS: +1 Intellect, +1 Perception, -1 Presence, -1 Strength. Among solids, changelings are gruff and quick to judge. To others of their kind, no words are necessary, thanks to the Link. Changelings are also not as physically robust as other species, simply due to the effort of simulating a wide range of forms with otherwise gelatinous flesh. Because they sense in ways foreign to many species, though, changelings are often aware of minute facets of the environment that would escape others. Similarly, thanks to their ability to share knowledge through the Link, many changelings have a multitude of experiences upon which to draw.

SPECIES ABILITIES

▷ **AUTOCRATIC:** Founders brook no dissention from their absolute rule. They brainwash and program their minions' behavior to conform to their wishes. Even foundlings, who don't have the training of the Link behind them, still possess a tendency toward order. Changelings gain a +1 bonus to Indoctrination skill tests due to their years of studying "solid" psychology and weaknesses.

▷ **KINETIC RESISTANCE:** Because their natural state is gelatinous, changelings have a Resistance to physical damage like the creature ability. When suffering damage, make a Stamina reaction test (TN 7). If successful, take only half damage; if not, take only three-quarters damage.

▷ **LINK:** In physical contact, changelings can link and form a larger pool of gelatinous, shared mass. This mass also shares all of the thoughts and experience of the component parts. While linked, the changelings have both a separate and a shared identity—treat this like a Vulcan Mind-Meld, but no roll is necessary to join. Changelings who link can automatically share their emotions and thoughts.

▷ **NATURAL MIMIC:** Changelings train from birth in impersonating "solids" or objects. Their natural curiosity makes a game of this when young, but the threat of persecution to their race adds a degree of seriousness and commitment as they get older. They gain a +1 bonus to Impersonate skill tests regardless of how well they know the person mimicked. This bonus becomes +5 if they also assume the shape of that person. (This is in addition to the usual +2 familiarity bonus or +1 Culture bonus.) Note that, if the changeling has assumed a person's shape but fails an Impersonate skill test to properly mimic that person, others do not necessarily jump to the conclusion that the person is a changeling—they more likely assume that he is not acting himself, and is sick or delirious, depending on how badly the test was failed. On a dramatic failure, of course, the changeling does something to completely break the ruse.

▷ **SHAPECHANGE:** Changelings can assume almost any shape at will. If mimicking a specific person, you must make an Impersonate skill test (see below) to properly capture that person's behavior. Shapechanging generally takes a single action (allowance cost 1). Treat this as a professional skill starting at level 1—some changelings are more adept than others at fine control or rapid changing. Typically, shifting to a common form (a chair, a rough humanoid) is simple (TN 5) while taking on a complex or never-before-studied form (a refractive crystal sculpture, a specific Delta quadrant individual) is rather difficult (TN 15). Changing form quickly (as a free action) is also harder (+5 to TN). Note that changelings can assume the appearance of complex inorganic matter, such as computer parts or energy weapons, but cannot actually emulate the functions of such devices.

No known technology can detect the difference between a mimicked substance and the substance itself, although if a body part or mimicked piece of clothing or equipment is separated from the body, it reverts to its gelatinous shape (which can later be merged back into the central mass). Hence, "solids" who suspect the presence of shapeshifters among them often force others to undergo blood tests (the changeling "blood" reverts once removed from the body).

Although changelings do not "sleep" as such, they do require a period of rest, roughly every 14 hours. During this time the changeling collapses back into gelatinous matter. Resisting this change is functionally the same as a Human character trying to avoid falling asleep due to fatigue (see page 96 of the Star Trek RPG Narrator's Guide).

ENCOUNTERS

Changelings are rarely encountered at all. They deal with "solids" mainly through intermediaries, such as their minion races, the Vorta and the Jem'Hadar. When they do move among others, they are almost never recognized. They reside in the Gamma Quadrant, but occasionally enter the Alpha Quadrant in attempts to extend Dominion rule.

Foundlings may be encountered throughout the galaxy, although these are very rare. These changelings know nothing of their true nature.

Founder "Overlord"

The Founders are harsh masters, ruling over the "solid" races within the Dominion with an iron hand, although secretly through their intermediary races. They show themselves only to the Vorta and occasionally the Jem'Hadar, this way ensuring that their mystery remains legendary.

Occasionally, it becomes necessary for a Founder to take a more active involvement in rulership affairs, especially if a recalcitrant "solid" has eluded the justice meted out by the Jem'Hadar. In this case, an "Overlord" appears, taking personal command of an elite squad of warriors and hunting down the rebel himself. An Overlord is all business, though sometimes a Founder of this sort may infiltrate enemy ranks to gain a better understanding of the opposition before destroying it.

ADVANCEMENTS: 2

ATTRIBUTES: Agl 6, Int 11, Per 10*, Prs 7, Str 5, Vit 6*

REACTIONS: Quik +2, Savv +2*, Stam +0, Will +2

DEFENSE: 7; Health: 6

COURAGE: 3

SPECIES ABILITIES: Autocratic, Kinetic Resistance, Natural Mimic, Shapechange

SKILLS: Athletics +3, Computer Use +2, Conceal +5, Impersonate +6, Indoctrinate +3, Observe +3,

RANGED COMBAT: Energy Weapons +2, Stealth (Hide, Sneak) +5, Tactics +3, **UNARMED COMBAT:** Claws +2

EDGES: Blends In, Command 2

FLAWS: Intolerant ("solids")

Additional Founder Characters

MERCHANT: Usually, the Founders simply take what they want by force. A foundling without the backing of the Dominion might use shapechanging skills to fit in more comfortably with potential clients. Similarly, the Dominion might send a changeling

specifically to deal with a technically-advanced race that the Dominion doesn't want to antagonize, but needs to purchase materials from.

SMUGGLER: A Founder who needs to bring in special materials—like Ketracel-white—must learn not only to disguise himself, but also his cargo. The smuggler's skills are especially useful to the Dominion when moving in supplies, materials, and troops.

SPY: Shapeshifting abilities make for natural spies. So long as a changeling stays away from telepaths, the ability to disguise as just about any sort of humanoid means that the Founders have an incredible advantage at infiltration. As one changeling noted, just six of the Founders on Earth was enough to bring Starfleet to the edge of panic.

ERAS

ENTERPRISE: The 22nd century sees the Founders already in firm control of the Dominion. Their learning experiences with solids far behind, the Founders have established their war machine, although they continue to tinker with the genetic and physical engineering necessary to perfect the Jem'Hadar and the special weapons of their vessels.

TOS: In the 23rd century, the Dominion is a well-established and threatening presence in the Gamma quadrant. Changelings in this era occasionally make their way out to far-off civilizations in order to return with useful insights for the Great Link. Some of these explorers go so far afield that they are never seen again. Others return with valuable information, but often this information is tainted by their original viewpoints; this impetus causes the Link to send out the foundlings.

TNG: Although the Bajoran wormhole does not yet exist in the early 24th century, the Dominion has a tremendous hold over the Gamma quadrant. It is not unreasonable to assume that, given the vast territory they control, they could run afoul of the Q or other near-omnipotent entities.

DS9: Obviously, the Founders' desire to dominate solids leads, inevitably, to the Dominion War. Conflict between the Alpha and Beta Quadrant races and the Founders escalates on all fronts. Because of the Link, almost all Founders remain emphatically loyal to the Dominion—to betray the Link would be, in a sense, like becoming a cancerous part of a larger organism. Founders in this era are violently hunted and persecuted by the solids, further reinforcing old prejudices.

VOY: Because the Link sends foundlings to all reaches of space, some Founders may well grow up in vast distances away from home. Like Odo, such changelings would have to forge their own legacy, and might have a compulsion to return to a home so far away that they could never find it. Only the care of friends and colleagues could help them to survive.

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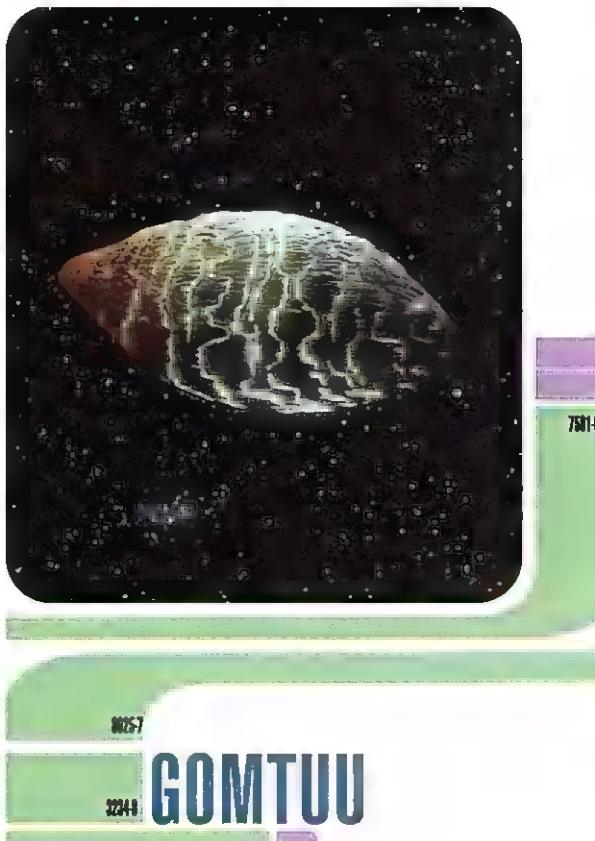
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PERSONALITY

Gomtuu is a highly social creature by nature, so much so that it relies on relationships with others for its sense of purpose. Left alone for extended periods of time, it becomes morose, even suicidal.

PHYSIOLOGY AND APPEARANCE

Gomtuu is a most extraordinary creature, an enormous spaceborne organism that resembles a 1-kilometer long cocoon. It is, in fact, a living spaceship. A thick layer of horn-like substance forms its outer hull, which is sufficient to protect both its crew and its inner layer of soft tissue from normal space radiation and high-speed impact from interstellar dust and debris. The creature's circulatory and nervous systems run through this soft tissue, and its vital organs lie in a well-protected aft compartment. The rest of its body is largely hollow, allowing its crew (with which it communicates telepathically) ample living and workspace.

Gomtuu's race reproduced by having two of them (it had no distinct sexes, so it was hermaphroditic in that sense) link their systems through cables extending from their undersides. A new member of the race would accrete around the cables, floating free from its "parents" when it reached full size.

Gomtuu's race did not die of natural causes and was, in theory, self-regenerating to the point of being immortal. They also had no self-destruct mechanisms. That is why Gomtuu needed the Beta Stromgren supernova in order to attempt suicide.

HOMEWORLD

Gomtuu's race never had a homeworld. Its ancestors formed in deep space out of organic material compressed and buffeted about by shock waves from exploding stars.

HISTORY AND CULTURE

Gomtuu's race originated somewhere in Gamma Quadrant, deep in the mists of the galaxy's history, so that not even Gomtuu itself could say exactly when it came into being. Over the eons, various members of the race wandered apart, each serving different crews with different purposes and destinations. Over time, they died off, each killed by one of the many calamities that can befall starfarers. Eventually, their population density became so thin that they could no longer find each other to reproduce and in time Gomtuu was presumably the only one left alive.

The Federation first encountered Gomtuu in 2366 when the Vega IX probe discovered it orbiting the star Beta Stromgren. Lonely and depressed after losing its crew to a burst of radiation in deep space, it came to Beta Stromgren intending to die when the star went supernova. Starfleet sent UFP diplomat Tam Elbrun aboard the *Enterprise-D* to make first contact, but Elbrun and Gomtuu wound up traveling into the unknown together.

Gomtuu is the last surviving member of its race, so as such it is not part of a society with its own kind. It can be said, however, that Gomtuu derives its sense of purpose from serving and taking care of other creatures. It shares a symbiotic relationship with its crew, providing them with protection and life support and a drawing a feeling of well being from them in return. Without a crew, it feels bereft and purposeless.

LANGUAGE AND NAMES

Gomtuu communicates telepathically with its crew and has no spoken or written language as such. It remembers names of some of the deceased members of its kind: Bilaar, Toroll, Akaar, etc.

FAVORED PROFESSIONS

Starship Officer (Command). Gomtuu exists as a starship, and as such is fully conversant in its own abilities.

SPECIES ADJUSTMENTS: None. Gomtuu is the last of its kind and therefore unique. If some way were found of cloning it, the clone would be an exact copy of Gomtuu.

SPECIES ABILITIES

▷ **BONUS EDGE: PSIONIC:** Gomtuu communicates by telepathic and empathic means.

▷ **BIO-ENERGY BEAM:** Gomtuu may summon its energy reserves and execute a beam attack against another starship. It may do so only on the orders of its crew; only if it has no crew may it attack on its own initiative. Execute as per starship combat rules, except that Gomtuu adds its Ranged Weapon skill modifier to the attack roll in addition to its System Operation (Tactical) skill modifier. These beams have no specific location on its body; they emanate from organs located throughout its outer hull. The bio-energy beam typically functions as a weapon with a penetration value of 20.

▷ **BIO-ENERGY BLAST:** Similarly, Gomtuu may execute a concussion attack against surrounding starships by generating a burst of energy that radiates from its outer hull in all directions. This counts as a Tier Two maneuver but requires no skill check. Any starship within 10,000 kilometers of Gomtuu is immediately "stunned": the helm is disabled and the ship may not move or perform maneuvers until it makes a successful helm maneuver skill check (TN 15). This "righting the ship" counts as a Tier Two maneuver. In addition, every starship within 1,000 kilometers suffers damage as if struck by a weapon with penetration value of 10 unless it makes a successful tactical maneuver skill check (TN 15).

▷ **SELF-REPAIR:** Gomtuu repairs its own structural damage as if healing. As long as it refrains from movement or combat, it may repair itself as per the rules on healing, with structural points being restored instead of wound points. It may also attempt to repair any damaged systems, but it must make a successful Repair skill test as per the System Repair TNs table in order to effect repairs. Gomtuu's crew may also attempt any kind of repairs, of course.

▷ **SHUTTLECRAFT GENERATION:** Gomtuu does not carry shuttlecraft on board, but instead generates them as needed by squeezing living tissue out from an organ located aft. This tissue protrudes from its rear, hardening against the cold vacuum of space, with a connecting tunnel to the main body allowing passenger ingress. When the crew of the shuttlecraft is ready, Gomtuu squeezes off the shuttlecraft, detaching it. Gomtuu may create a shuttlecraft as a Tier Three maneuver requiring a Command skill test (TN 15).

Gomtuu, Starship Officer (Command)

ADVANCEMENTS: Gomtuu does not follow the usual "advancement" system, nor is it eligible for further advancement; it has evolved into the limits of its capabilities.

ATTRIBUTES: Agl 8, Int 16, Prs 8 Per 15, Str 27, Vit 28

REACTIONS: Quik +5, Savv +5, Stam +10, Will +10

DEFENSE: 8

HEALTH: 38

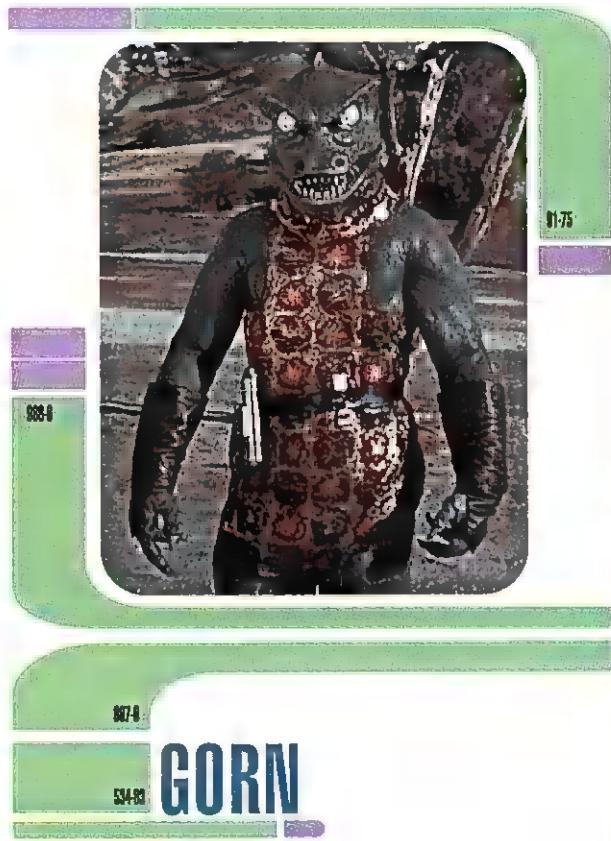
COURAGE: 4

SPECIES ABILITIES: **BONUS EDGE:** Psionic, Bio-Energy Beam, Bio-Energy Blast, Self-Repair, Shuttlecraft Generation

SKILLS: Computer Use (Retrieve) +7, **ENTERPRISE:** Administration +8, Influence +2, **KNOWLEDGE:** History (Gamma Quadrant) +7, Negotiate +3, Persuade +3, Repair +6, **SCIENCE:** Space +4, System Operation +7, Tactics +7

EDGES: Command, Cultural Flexibility

PROFESSIONAL ABILITIES: Commanding Presence



PERSONALITY

What little contact the Federation had with this reptilian race lead most to think of it as an aggressive species, dominated by warriors. Further observation both reinforced and contradicted this. Individual Gorn exhibit aggressive, assertive and determined behavior. They seem set in their ways, and it's difficult to get them to deviate from their planned courses of action. While interaction between Humans and Gorn remains limited, they now work together on Cestus III, and Federation xenologists hotly debate what they observe.

No one denies that getting between a Gorn and his objective can prove hazardous to one's health. When on a mission, be it battling an arch-foe or slaughtering cattle for food, the Gorn pursue their goals with a sin-

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gle-mindedness second to none. Anything that tries to interfere with their duty is ignored, brush aside, moved out of the way, or destroyed.

Humans on Cestus III contend that such actions rarely interfere with life there, and that the Gorn have proven themselves considerate neighbors. Thanks to the Metrons, Humans and Gorn have never had problems communicating. As a result, they managed to coexist on Cestus III after the Gorn made restitution for settlers they killed during an early misunderstanding. Since then, the Gorn remained on their part of the world, and physical conflict between the races rarely occurs.

No Human believes the Gorn suddenly became pacifistic, however. Instead, they seem to take a long time to make up their minds, almost ignoring a situation until they decide what they consider the best course of action. A Gorn does little until he believes he knows the right course—and then he lets nothing stand in his way. First contact with the Gorn came after they discovered a Human encroachment into what they saw as their space. Following a long debate, the Gorn leadership decided to exterminate the new threat. The Gorn sent to carry out this decision devoted themselves wholeheartedly to this endeavor, only stopping when an outside force made it impossible to continue. This sums up much of Gorn behavior: Don't act until you're sure that you're right, and then let nothing stop you.

PHYSIOLOGY AND APPEARANCE

While humanoid, the Gorn evolved from omnivorous reptile stock, and the Gorn still maintain many of their ancestors' traits. For instance, the Gorn have a forked tongue similar in many ways to a snake, and they have difficulty speaking most Federation languages. Their voices often sound raspy, though the most obvious vocal difference is the way all their sibilant sounds come out in a hiss. Sharp teeth line their large, snout-like mouths, and further interfere with attempts to speak Federation Standard. Humans find it equally difficult to correctly pronounce many Gorn words.

The Gorns' many sharp teeth only begin the list of their intimidating characteristics. Much larger than Humans, Gorns tower over most members of the Federation. Muscles fill out their frame, and Gorn can lift more and run faster than humans. A scaly hide covers their body, providing them some protection from physical damage. Their multi-faceted eyes also have a thin covering. Since they do not blink, they rely on this covering to protect their eyes and keep them moist. Bony ridges also provide protection for their eyes. Despite having two large nostrils, the Gorn's sense of smell developed poorly, and they can only make out the most powerful of odors.

Internally, the Gorn bear more similarities to lizards than to Humans. Cold-blooded, Gorn need a warm

climate in which to prosper. They have powerful lungs and three-chambered hearts. They lay fertilized eggs that hatch into infants. They mature faster than Humans, and a Gorn becomes an adult around his 14th birthday. Their brains developed much like humans' and differ substantially from reptile brains. Their nervous systems are also more efficient than are those of Earth reptiles.

Moisture makes up one of the more interesting aspects of Gorn physiology. They do not sweat, making it easy for them to overheat—but only at climates over 50 degrees Celsius. They conserve water internally, and their bodies use this to keep them hydrated.

HOMEWORLD

Gorn. The Gorn use a variety of names to speak of their homeworld, depending on which aspect of it they want to discuss. Gorn lies only a little closer to its sun than Earth does to Sol, and it has less of a tilt. The planet's atmosphere traps much of the heat and accounts for its extremely warm temperature. Mammals never rose to prominence on Gorn, and few ever grew bigger than possums. Instead, dinosaur-like creatures still roam its wild areas. That the Gorn managed to compete with their much-larger Saurian cousins speaks volumes of the benefit of brains over brawn.

The Gorn built their cities on the edges of great swamps, and these lie as much underground as they do above it. These cities cover much of the planet, though a casual examination makes the planet appear dotted by small communities. The interconnecting municipalities primarily lie under the earth.

Division among Decisiveness

Many different factions split Gorn society, though most Gorn do not view these as divisive factors. Since Gorn leaders take a long time to reach any decisions, these factions fill a vacuum until they make an official judgement. Even an individual takes a long time to make a decision, but the minor factions and individuals take up sanctioned action within broad boundaries while awaiting a final judgment. The Gorn deliberated for more than a year before attacking the Gorn settlement on Cestus III, and the debate about how to deal with Humans has continued ever since.

Of course, even the Gorn consider this long a debate out of the ordinary, but Metron involvement makes everything more difficult. The Metron, a race of incredibly powerful beings, sought to avoid interstellar war between the Federation and Gorn by having representatives of the two groups battle for supremacy. When things did not quite go according to the Metrons' plans, they allowed both races to coexist on Cestus III, though Humans ostensibly dominate.

Several factions want to see the Federation driven from Cestus III and the Gorn borders expanded. Since nothing officially precludes them from instigating hos-

tilities (as long as they do not kill anyone on Cestus III), these Gorn have created problems for the Federation in the surrounding systems. By the same token, several factions would like to see contact with the Federation expand, and some Gorn even believe the two groups could work together, perhaps with the Gorn joining the Federation or vice versa. These factions send more followers into Federation space than do any others, either looking to learn how to deal with these aliens or how to battle them.

The Gorn on Cestus III make up an odd mix of Gorn society. Most came in search of a new land where they could act without the restraints of their home factions (and create their own). Others came as representatives of one or more factions, after those groups made the decision to study the Federation more closely. Thus the Gorn on Cestus III include malcontents, ne'er-do-wells who could not make it back home, visionaries, extreme xenophobes, and those fascinated by the possibilities of dealing with the Federation.

Despite this bizarre mix, the Gorn community on Cestus III functions fairly well. Gorn learned to cooperate early on in their development, and although the various factions split Gorn society, they work together against outside threats. As a result, the Gorn consider themselves one people and willingly share their homes and cities with each other. Gorn from competing factions can live happily under one roof as long as their goals do not interfere with one another.

Such cooperation begins shortly after Gorn hatch, and they share a fierce loyalty to their hatchmates. The fact that all Gorn spend at least some time in civil service also explains this ability to cooperate. At least five years after reaching maturity, Gorn must serve a two-year term working for the race. Every year, massive numbers of Gorn go through a training period in which they learn military matters as well as most of the other basic job functions: sanitation, computer use, record keeping, and more. Not all Gorn are warriors, even though all have some combat training.

The single-mindedness that marks Gorn activities serves as the primary reason for their aggressive and competitive reputation. In lieu of an official course of action, Gorn can act as they please, and the factions often move where the government does not, although their debates can also take an interminably long time. Nothing prevents a Gorn from joining multiple factions (though most join at least one), though sometimes an individual has difficulty balancing all of the factions' wishes. When Gorn do fight each other, the battles tend to be exceptionally deadly, with no side wanting to back down.

LANGUAGE AND NAMES

Gorn speak their own language. This hissing, guttural tongue unnerves many who hear it for the first time, but some colonists on Cestus III claim to enjoy it.

A few even began singing with the Gorn, making for some bizarre duets. While the Gorn do have a few dialects, they lack the range of disparate languages shown by Humans; presumably, the lengthy debates and need for idea exchange have caused Gorn language to evolve naturally into a common direction.

Gorn generally only go by their given name, because historically the entire tribe cared for hatchlings. Some add a faction or tribal name onto their own, but this is the exception, not the rule.

MALE NAMES: Feerten, Gesstr', Illrezach, Rheuzz'r, Tazket

FEMALE NAMES: Churreen, Herenna, Leeska, Silandras, Urska

FAVORED PROFESSIONS

Soldier. Some Humans believe that all Gorn are warriors, but this is not strictly true. All Gorn give several years of their life to public service, and their initial training involves basic instruction in warfare. After that, they can do as they please, though most of their leaders still develop through the military. Most of the Gorn interacting with Humans underwent a great deal of military training.

SPECIES ADJUSTMENTS: +3 Strength, +1 Vitality, -2 Agility. The Gorn's size and muscle mass makes them much stronger than Humans, and their bodies are quite resilient. Due to their heavy musculature and their sluggish reptilian physiology, they're markedly slower than Humans.

SPECIES ABILITIES

▷ **BONUS EDGE: COMPETITIVE:** Gorn are competitive by nature, although once they decide on a course of action they work in unison. Gorn gain the Competitive Edge automatically (see the *Star Trek RPG Player's Guide*, page 132).

▷ **BONUS EDGE: RESOLUTE:** Once a Gorn decides to do something, he does so without hesitation. Gorn automatically possess the Resolute Edge (see the *Star Trek RPG Player's Guide*, page 137).

▷ **DETERMINED:** Convincing a Gorn to change his course of action can be like getting the Earth to stop spinning. They gain a +2 bonus in any contested test against the use of Influence or Persuade skills to make them change their actions.

▷ **NATURAL ARMOR:** The Gorns' scaly hide absorbs one point of damage from each hit they take.

▷ **POOR COMMUNICATORS:** Even among their own kind, the Gorn only communicate in simple ways. Subtle nuances take a long time for them to express, and they suffer a -2 species penalty to all Persuade and

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Influence tests. This contributes, of course, to the long debates in Gorn government.

- **POOR SENSE OF SMELL:** The Gorn nostrils developed to let them take in more oxygen with each breath, not to help them smell. As a result, the Gorn suffer a -2 species penalty to Observe (Smell) tests.

ENCOUNTERS

While most Gorn reside within Gorn space, never having made the decision to leave, those who depart almost never look back. Most of these spend at least sometime on Cestus III before making their way to Federation, Ferengi, or even Romulan space. The Federation actually welcomes them more than any of the others do, so more ended up there—though more is a relative term. Few Gorn make this major change, and they tend to include the more adventurous and visionary members of Gorn society. Gorn factionalism has less of an impact away from their space, though no Gorn forgets the reason he ventured into alien space (whatever that reason may have been).

Gorn Warrior

Many hatchlings go on to regular duties within Gorn society, herding livestock, building new homes, transporting goods around the planet, but a sizable number find military far more to their liking. While in the military, representatives of many different factions keep an eye out for strong soldiers. Warriors of great skill receive opportunities to travel offworld, perhaps to visit Cestus III or see other species. Many warriors enjoy testing their skills against other races, perhaps to discover how a weak Human could defeat a Gorn.

ADVANCEMENTS: 3

ATTRIBUTES: Agl 7*, Int 7, Per 7, Prs 6, Str 15, Vit 10*

OPTIONAL GORN TRAITS

- **BASIC TRAINING (EDGE):** Almost all Gorn go through a three-month civil service course, during which they learn many different skills. Two of the primary areas are how to survive their harsh worlds and how to fight. As a result, many Gorn gain (and retain) +2 skill levels to Survival (Swamp) and Unarmed Combat (Brawling).
- **PONDEROUS (FLAW):** Gorn do not like to act until they are sure of a course of action. The most ponderous among them simply lack the decisiveness to do anything until they've analyzed all possibilities. In stress situations, you must spend one full round adjusting to circumstances, unless you spend a Courage point. Once you've adjusted, you can act normally.

REACTIONS: Quik +1*, Savv +0, Stam +4, Will +2

DEFENSE: 7; Health: 15

SPECIES ABILITIES: **BONUS EDGE:** Competitive, Bonus **EDGE:** Resolute, Determined, Natural Armor, Poor Communicator, Poor Sense of Smell

SKILLS: **ARMED COMBAT:** Simple Weapons +5, Athletics +4, Demolitions +1, First Aid 1, Gaming +1,

KNOWLEDGE: Culture (Gorn) +2, **KNOWLEDGE:** History (Gorn) +2, **KNOWLEDGE:** Specific World (Cestus III, Gorn) +2, **LANGUAGE:** Federation Standard +1,

LANGUAGE: Gorn +2, Inquire (Interrogate) +1, Observe (Listen, Spot) +3, Politics (Cestus III) +1, **RANGED COMBAT:** Archaic Weapons +1, **RANGED COMBAT:** Energy Weapons +5, Religion (Gorn) +2,

Repair +1, Survival +2, Tactics (Ground) +1 **EDGES:** Fit, High Pain Threshold

Additional Gorn Characters

ROGUE: A Gorn who's too impulsive, or who doesn't obey the decisions of the social councils, may decide to take up the spacelanes as a tramp, thug, or sometime petty criminal.

SCIENTIST: In spite of their deliberate natures, the Gorn developed warp technology on their own. Their scientists pursue theories with single-minded abandon, often spending decades in the intricate details of making some strange notion into a practical device.

STARSHIP COMMANDER: A Gorn starship commander has all of the responsibilities of the Gorn government, compressed into a tiny culture (the ship's crew) and often forced into rapid decision making. Such individuals, like Human starship commanders, are thus by nature the best and most adaptable of the species.

ERAS

ENTERPRISE: The Gorn have not made any significant contact with Humanity during the 22nd century, although the chance of a lone Gorn merchant or mercenary on a far-away planet, such as a seedy bar in the Rigel system, is not outside of possibility.

TOS: The 23rd century sees the expansion of Gorn territory, although the Gorn lack the tremendous species drive of Humans. Small factions set out to develop colonies or seek mercenary or mercantile contracts; one such faction causes discord at Cestus III. Over time, the Federation manages to sort out some of these troubles, but the problem of Gorn factionalism means that adversarial bands (or even groups working with Romulans or other hostiles) still surface from time to time.

TNG: The Federation has fought some minor skirmishes with the Gorn in the 24th century, but also made impressive strides in peaceful diplomacy. Many Gorn factions come to recognize the strengths of the Federation, and combat between the two spacefaring powers becomes rare. Gorn spread throughout much of the Alpha and Beta quadrants, pushed ever further

by their own sense of curiosity, their headstrong ambition, and the spread of better technology.

DS9: During the Dominion War, the Gorn seem to lie low. Their homeworld remains untouched because they are paradoxically considered a minor race, simply because only small faction groups bother to spread out in colony efforts. On the few occasions where Dominion or Cardassian interests encroach upon Gorn space, the reptilians quickly group together and destroy the intruders. The Dominion decides to wait to deal with the Gorn until cracking the tougher nut of the Federation, and then don't get the chance once the war is over.

VOY: Gorn explorers have a stubborn streak and a great desire to see many new things—perhaps as a way of broadening their own thought processes. Such dreamers could be found far from Gorn space on ancient, generation-carrying ships, or among mixed crews where they've signed on for a chance to see the Galaxy.



#48

HIROGEN

PERSONALITY

The hunt lies at the center of Hirogen life. Nothing else matters as much as does the pursuit, capture and slaughter of prey. The Hirogen neglected every other aspect of their civilization in their obsession with the hunt. This obsession, beginning at least a millennium ago, goes to the very roots of what it means to be a Hirogen.

HISTORY AND CULTURE

Hirogen value all things only in their utility for hunting—either as hunting tools or as prey. Hirogen base their own self-worth on how well they hunt and the quality of the prey they capture. Hirogen ships answer to a chain of hunting skill, with the most powerful hunters—the ones with the most trophies, scars and battle-stories, leading as alphas. Obviously, challenging an alpha for dominance isn't done lightly; Hirogen become leaders through their battle prowess, and crossing an alpha is typically a deadly experience.

Male Hirogen do everything that they can to make themselves better at the hunt. They train incessantly, seeking physical improvement over all else. Extremely aggressive, they have little patience for anything that might distract them from the hunt. They deal with most distractions by ignoring, threatening or destroying them.

Even Hirogen with less success at hunting do their best to improve the pastime for their more effective brothers. While the Hirogen scavenge much of their technology, Hirogen engineers show a great deal of ingenuity in anything related to the hunt. Some visionary Hirogen realize that their race is declining, and fear that it may not last much longer. Even they do not want to eliminate the hunt. Instead, they seek ways to incorporate it in a more vibrant culture.

PHYSIOLOGY AND APPEARANCE

The Hirogen tower over most Humans, using their size and strength both to intimidate and capture their prey. Their strength dwarfs Humans just as much as their height does, and they constantly train their bodies for battle. They can move extremely quietly when they need to, and their bodies give off almost no scent. Despite their height, they can surprise most opponents with ease.

Hirogen have both mammalian and reptilian characteristics, leading some to speculate that their current form comes from significant genetic engineering. Their skin strongly resembles that of a reptile, though it bears little similarities to the scaled Gorns' hide, instead having a rough, pebbly appearance. Most have a tan or beige color, though this is not universal. They have no body hair at all. Warm-blooded like mammals, they also bear live young. Many of their internal organs, like their three-chambered hearts, resemble lizards'.

HOMEWORLD

Hirogen no longer live on their homeworld, nor do they much care what happened to it. It does not even exist as a myth anymore, for the impetus to hunt replaced any concern about the Hirogen past. The Hirogen now live on their spaceships, traveling the Delta quadrant in search of new prey. Their ships serve as living testaments to the hunt, complete with incredible arsenals of weapons of all sorts, trophies from

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their many kills, and shipboard equipment primarily oriented toward tracking and capturing foes.

HISTORY AND CULTURE

Hirogen culture degenerated to the point where most males travel the galaxy in two-person ships, seeking suitable victims. Sometimes a number of these ships team up when chasing an especially challenging or unusual quarry. Individually, the Hirogen prove more than a match for most opponents. Working together, they have little difficulty against any foe.

Betas usually serve under strong alphas willingly, though they look for any weakness or lack of hunting ability that signifies it is time for a new leader. They constantly test the limits of the alpha's authority. This rarely leads to a fight, since a smart beta knows enough to back down from a clearly superior hunter. Failure to do so leads to a symbolic roaring contest, in which the Hirogen who makes the most noise and roars for the longest time proves his dominance.

The Hirogen impulse to hunt colors every aspect of their culture, down to their religion, art and social behavior. Successful hunters earn great respect from their fellow Hirogen, and females seek out those who capture the most worthy foes. Failure as a hunter is unthinkable; ■ Hirogen with a desire to work in some other area of expertise, such as engineering, is seen as ■ deviant at best and prey at worst.

The Hirogen also demonstrate a strong species loyalty. Hirogen rarely hunt each other despite their own obvious advantages as prey. They have strong family ties, especially father to son. While fathers and sons rarely team up on the hunt, fathers take great pride in their children's accomplishments, which reflect glory on the parents.

As one might expect, Hirogen have little interest in other species except as prey. If another race makes inadequate prey, the Hirogen ignore it. If they find it worthy, they do whatever it takes to hunt it down and kill it. The more respect ■ given species or individual garners, the more likely it is to become prey for the Hirogen. As the hunters say, "Never underestimate your prey or disrespect its abilities. If you do, you will become the hunted." Still, Hirogen feel no compassion for other races, sentient or not, and like to take their prey alive for a last face-to-face confrontation. They are as likely to free a helpless foe in order to hunt it down again as to kill it immediately. Hirogen also have the capacity for great cruelty, delighting in extracting trophies from living captives, especially while other captives watch.

Some believe the Hirogen began the trophy-claiming practice in order to inspire greater effort in their prey. If losing leads to both torture and death, then most foes will try anything to defeat the hunter, and the Hirogen relish this sort of challenge. They do everything they can to look more intimidating, hoping their nightmarish appearance may terrorize their foes to

greater desperation. Hirogen armor, in addition to protecting them in combat and dangerous environments, also has design elements specifically to look imposing and intimidating. Some wear additional protection over their nostrils and mouths, as well as visors that allow them to totally hide their faces.

The armor is just part of the many ritualistic forms to the hunt. After choosing a target, the alpha smears his helmet with a red the color of human blood, while the beta smears his with white. Then they choose their weapons and begin the hunt. They prolong the hunt as long as possible and rarely accept help unless the foe proves especially dangerous or elusive—or if their new allies make it impossible for them to hunt their foes otherwise. They also enjoy hurting their quarry before killing it—the way a creature behaves when it is wounded is the key to its destruction, as they say.

After finally capturing his foe, the Hirogen takes whatever trophy most interests him, be it armor, weapons, heads, internal organs, or any combination of these. They often eat their prey as well, though this is not their only source of nourishment. They add their foes' weapons to their already impressive arsenals, always seeking the best weapon to use against each opponent.

Some Hirogen realize the inherent instability in their way of life, but none want to see the hunt ended. One visionary Hirogen obtained Federation holoprogramming in order to simulate hunts, allowing his race its traditional activities, but without the nomadic structure it forced on them. The Hirogen added this to a number of their training facilities, but many Hirogen still hunt the traditional way. Women and children remain at central points like these training facilities, but their ability to remain in communication has suffered a dramatic setback when a Federation ship destroyed the ancient communications array they used to stay in touch with the hunters.

LANGUAGE AND NAMES

Hirogen speak their own language. Due to the long periods of time that Hirogen spend away from each other, however, their language has no standard form. They also tend to learn their prey's languages in order to better understand them.



Hirogen only have a given name, though many go by titles they have earned. On their two-man ships, they usually only go by their alpha or beta designations. Others like to be known by deeds they have accomplished and foes they have killed. More than a few would like recognition as Janeway killer.

MALE: Donik, Felik, Maseron, Tibik, Zurlak

FEMALE: Eren, Kaneera, Makeer, Nefer, Skatel

FAVORED PROFESSIONS

Soldier. All Hirogen want to be hunters, which corresponds in many ways to the guerrilla template. While Hirogen society offers a variety of other roles as well, no one wants to serve in those positions.

SPECIES ADJUSTMENTS: +3 Strength, +1 Agility, +1 Perception, -3 Presence. Dedicated to the hunt, Hirogen develop all their facilities in that direction. This means they have little ability at social interaction, and most other races find them unnerving at best.

SPECIES ABILITIES

- ▷ **BONUS EDGE: DELIBERATE ATTACK:** Hirogen have a natural instinct for causing pain and automatically possess the Deliberate Attack Edge (see the *Star Trek RPG Player's Guide*, page 133).
- ▷ **BONUS EDGE: SKILL Focus (HUNTING):** Hirogen gain +2 bonus to Observe (Track) tests and Sport (Hunting) Tests.
- ▷ **DISMISSIVE:** Due to their disdain for those they do not regard as adequate prey, Hirogen suffer a -2 penalty to all Perception tests involving such people. This includes most species considered too weak, cowardly or unintelligent to prove formidable as adversaries, and individuals who aren't potent enough to make for a good hunt. As a general guideline, this applies to anyone with fewer advancements than the Hirogen in question.
- ▷ **EXPLOIT WEAKNESS:** Hirogen carefully watch their prey for any sign of weakness and quickly learn how to take advantage of them. They get a +2 species bonus in contested rolls against anyone they have studied for more than 10 minutes.
- ▷ **SEDATION ENDURANCE:** Hirogen gain a +4 species bonus to resist chemical attempts to sedate them.

ENCOUNTERS

The Hirogen plague Delta Quadrant, hunting anybody or anything that catches their interest. They can live peacefully with other beings, but may turn on anyone who they see as suitable prey. Now aware of the Federation and intrigued by the difficulties it has had

dealing with Voyager, more than a few would like to hunt its members.

Hirogen Guerrilla

Just about any Hirogen can qualify as a guerrilla warrior; the practice of stalking prey, hiding and attacking from ambush makes them a species of such fighters. A few Hirogen, though, resort to unusual tactics: Explosives, traps, incapacitating weapons. Such guerrilla fighters not only excel at killing prey, but also at infiltrating and learning more about prey species.

ADVANCEMENTS: 6

ATTRIBUTES: Agl 11*, Int 7*, Per 8, Prs 6, Str 14, Vit 7

REACTIONS: Quik +5*, Savv +1, Stam +5, Will +3

DEFENSE: 9; **Health:** 11

COURAGE: 4

SPECIES ABILITIES: BONUS EDGE: Deliberate Attack,

BONUS EDGE: Skill Focus (Hunting), Dismissive, Exploit Weakness, Sedation Endurance

SKILLS: ARMED COMBAT: Simple +4, Athletics (Run) +3,

Demolitions +2, First Aid +1, Investigate (Forensics)

+1, **KNOWLEDGE: Culture (Hirogen)** +2, **KNOWLEDGE: Religion (Hirogen)** +2, **KNOWLEDGE: Specific World (Cestus III, Kazon)** +3, **LANGUAGE: Federation Standard** +1, **LANGUAGE: Hirogen** +2, **LANGUAGE: Kazon** +1, **LANGUAGE: Species 8472** +1, **KNOWLEDGE: History (Hirogen)** +2, **Observe (Spot, Track)** +3, **Politics (Hirogen)** +2, **RANGED WEAPONS: Energy** +6, **RANGED WEAPONS: Projectile** +3, **Sport (Hunting)** +6, **Stealth** +3, **Survival** +2, **UNARMED COMBAT: Brawl** +2

EDGES: Alert, Fit, Lightning Reflexes, Quick Shot
FLAWS: Species Enemy (Kazon)
PROFESSIONAL ABILITIES: Covert Ops, Demolitions Expert, Evasion, Reconnaissance, Survival Training

ERAS

ENTERPRISE: Even in the 22nd century, the Hirogen are a nomadic hunter race, with their planetary roots long behind them. As a result, they have adequate technology for wandering the Delta quadrant seeking prey. Hirogen technology of this era is far better than anything that Starfleet can field; fortunately, the Hirogen do not travel too far through the Delta quadrant, but instead tend to confine themselves to hunting Kazon, the occasional Vidian, Talaxians and other easily-reachable prey.

TOS: In the 23rd century, Hirogen culture continues to stagnate. Hirogen ships become even more distant from one another; hunting parties are rare, simply because the Hirogen move further and further apart in their attempts to find more challenging prey.

TNG: 24th century Hirogen are a culture in decline. Their technology does not advance, they lack any government and they have only oral traditions for their history. This does nothing to make them any less fierce, though.

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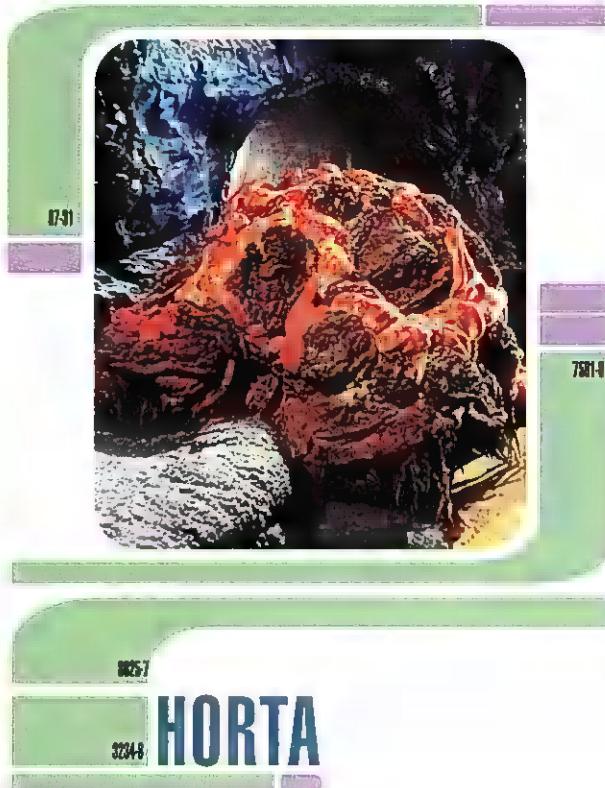
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DS9: While the Hirogen never ran afoul of the Dominion (as far as anyone knows), the tremendous size of that empire means that a long-range Hirogen vessel might come in contact with Founders or Jem'Hadar, both of whom the Hirogen would consider worthy adversaries.

VOY: When the Hirogen run afoul of Voyager, the meeting precipitates a sudden shock to their entire society. At first, the Federation ship and crew seem to make passable prey. One visionary Hirogen leader, though, manages to see the value of the Hirogen retaining culture and working to advance as a species; by negotiating for holodeck technology, he hopes to allow "hunts" that don't require a diaspora or the alienation of other species. This tactic backfires when the Hirogen, always seeking tougher prey, engineer holographic prey that's too smart for them, and turns the tables. The Hirogen may continue to decline as a species unless they can find a way to reign in their hunting instinct. Conversely, some Hirogen ships, far from their original position, may begin to encroach on other quadrants.



PERSONALITY

Horta are peaceful, intelligent and cooperative creatures at heart. They do not treat alien species with instinctive hostility, but welcome the presence of life forms unlike themselves. However, they will not tolerate any threat to the continuity of their species, and they will respond to any perceived attack on their kind with ferocity and ruthlessness.

PHYSIOLOGY AND APPEARANCE

Horta resemble throbbing lumps of living rock—and indeed, that's pretty much what they are. They are silicon-based creatures with no appendages or obvious sensory organs. They live underground and secrete a highly corrosive acid that allows them to burrow through rock. Horta move through these tunnels by contracting and extending muscles located on the underside of the body, pulling themselves along. They have no external organs for communication, so they exchange information by physical contact or telepathy.

Horta reproduce by laying eggs. They are hermaphroditic, so every Horta may lay eggs. However, every 50,000 years the entire species dies off except for one Horta, who must then guard all existing eggs until they hatch.

The Horta's sheer physical durability gives them a long life span—about 500 years, on average.

HOMEWORLD

Janus VI, in the Alpha quadrant, is a barren, rocky world. Little in the way of life forms exists on the surface. The planet is unusually rich in mineral wealth and contains vast deposits of pergum, which is used to power life-support systems of more Human-like species.

HISTORY AND CULTURE

The origins of the Horta are lost in the mists of time. Federation researchers have not discovered anything (there is no discernible fossil evidence, as dead Horta literally disappear into the rock), and the Horta themselves have no myths or memories to enlighten them. As far as the Horta are concerned, they have always existed on Janus VI, since time immemorial.

The Federation first encountered the Horta in 2267 when the mining colony on Janus VI stumbled upon their hatchery, the Vault of Tomorrow, at the end of their species life cycle and broke some of the eggs, not knowing that they contained the seeds of living creatures. The last surviving Horta began striking back at them in defense of its brood. Only the intervention of the *Enterprise*, which had been summoned to Janus VI to investigate reports of attacks on the miners, defused the crisis. After that, the Horta agreed to help exploit the planet's vast mineral wealth.

Strictly speaking, the Horta have no culture. Although highly intelligent, their lack of appendages and opposable digits make it impossible for them to build a civilization in the sense in which humanoid races understand the concept. Moreover, the overarching life cycle of their species gives them a sense of time that is cyclical rather than linear, so that the concept of building for the long-term future holds relatively little importance for them.

That being said, however, the Horta have a ferocious will to survive, and the need to perpetuate their

kind drives them absolutely, all the more so as they approach the end of their cycle of species death and rebirth. Each mother Horta, left alone with her brood of eggs, carries with her a keen awareness that until they hatch she is the last of her kind. For her, defense of those eggs becomes a single-minded imperative that can justify any action, no matter how cruel or desperate it may seem to non-Horta.

While the 23rd century saw the die-off period for the Horta (making first contact a tricky proposition), the 24th century is a time of hatching, and hundreds of Horta swarm about Janus VI. Some have even expressed an interest in learning the flavors of other worlds, and on rare occasions a Horta geologist lends its expertise to Federation personnel.

LANGUAGE AND NAMES

The Horta communicate solely through telepathic abstractions and they have no language as such. Attempts to communicate with them using the universal translator produce crude renderings of Federation Standard. Since the Horta have little concept of individuality, they do not bother with names.

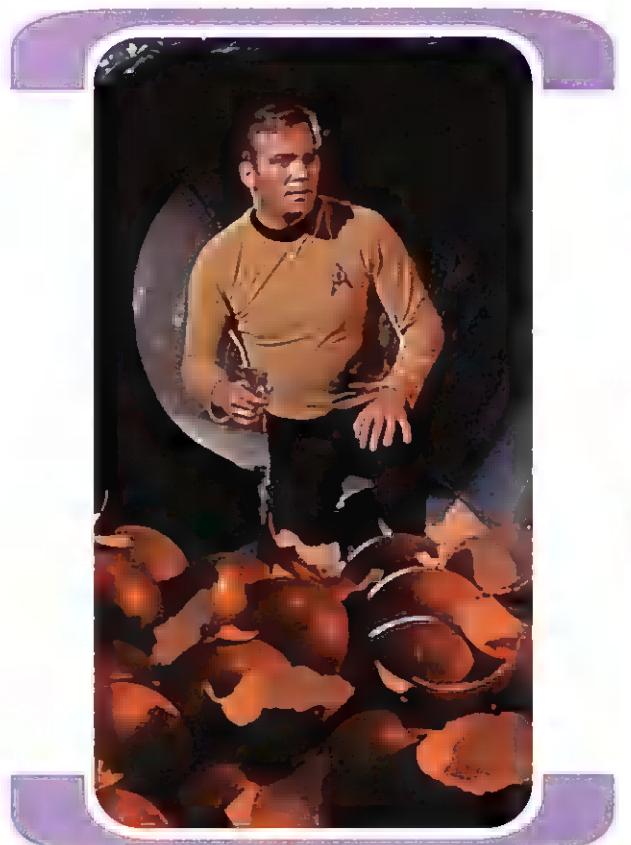
FAVORED PROFESSIONS

Scientist. This may seem an odd description, as Horta do not understand the concept of professions or undertake formal education. However, there can be no doubt that they understand geology and mining engineering as well as any Federation scientist with an armful of advanced degrees.

SPECIES ADJUSTMENTS: +2 Vitality, -2 Presence. As a silicon-based creature, a Horta's basic constituent materials make it tough and durable. Their alien psychology, lack of communication apparatus and extremely unusual appearance make it hard for them to relate to other species, though.

SPECIES ABILITIES

► **ACID ATTACK:** Horta attack their enemies by laying their acid-secreting glands against them and allowing the corrosive fluid to do its work. If a Horta makes a successful Unarmed Combat (Acid Attack) attack against a foe, it douses that creature with acid powerful enough to dissolve rock, much less carbon-based flesh. Unless the enemy is wearing a full-body suit strong enough to resist the most powerful corrosives, the attack does 3d6 damage per round (no damage bonus from Strength modifier). Dousing the target creature in water will stop this process. If the attack kills the target creature, its corpse dissolves away until nothing is left of it except fine black powdered char.



► **BONUS EDGE: PSIONIC:** All Horta receive the Psionic edge as a bonus, since they can only communicate through psionic means. They also receive Empathy and Telepathy as bonus skills, with a skill level of +1 for each.

► **DURABLE:** The body tissue of Hortas is harder to damage than that of most carbon-based creatures. They receive a +2 bonus to all Stamina reaction tests.

Horta Scientist

ADVANCEMENTS: 3

ATTRIBUTES: Agl 6, Int 8*, Prs 5, Per 9*, Str 10, Vit 12, Psi 4*

REACTIONS: Quik +1, Savv +1, Stam +3*, Will +3

DEFENSE: 7

HEALTH: 14

COURAGE: 3

SPECIES ABILITIES: Acid Attack, **BONUS EDGE:** Psionic, Durable

SKILLS: Construct (Mines and Tunnels) +5, Empathy +1, Engineering (Structural) +3, Knowledge (Janus VI) +3, Repair +3, Science (Planetary Science) +8, System Operation (Environmental Control) +3, Telepathy +1, Unarmed Combat (Acid Attack) +2

EDGES: Curious, Meticulous

FLAWS: Slow

PROFESSIONAL ABILITIES: Area of Expertise (Geology)

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HUMANS

PERSONALITY

It can be difficult to speak of a single Human personality, for as soon as you make a generalization, someone comes along who shatters it. Their dual natures puzzle most other alien species. The Human psyche has great capacity for evil, displaying incredible violence, cruelty, and self-centeredness. Humans can be ruled by their passions—anger, fear, loneliness, greed, and desire. Yet, they display an equal capacity for what some have called the better angles of their nature. Courageous, altruistic, kind-hearted, curious—these are just some of the words used to describe humanity.

If indeed Humanity can be stereotyped, it can be said that they are insatiably curious, principled, and friendly (especially from the 22nd century onward). They seek out what lies beyond the farthest horizon just to see it, and search for answers wherever there are questions. They stand by their principles, even in adversity, and fight tenaciously to defend them. But over all, Humans are outgoing, eager to make friends with anyone and share a sense of connectedness with other beings.

In many ways, Humans represent the best and worst of what any sapient species can be.

PHYSIOLOGY AND APPEARANCE

Humans form the baseline from which most demographers describe other species. They stand from about 1.5 to 2 meters tall, with skin colors ranging from dark brown to pale pink. Their hair and eye colors likewise span the spectrum. Many aliens find the Human lack of distinctiveness not only boring, but ugly.

HOMEWORLD

Humans hail from Earth (Terra), the third planet orbiting a type G2V star named Sol, in Sector 001. Several important installations are located in this star system—the Utopia Planitia shipyards, Jupiter Station, and Pluto Flight Control—as well as colonies on Mars and the Moon. Most importantly, Earth is the capital world of the United Federation of Planets, with the Federation Council convening in San Francisco and the President's office located in Paris.

So many worlds are climate controlled to meet the narrow tolerances required by Humans that people often forget the diversity of Earth's environment. From the stark beauty of the Gobi desert to the lush vegetation of the Indo-Chinese jungle, from the island ecologies of Melanesia to the frozen wonder of Antarctica, Earth holds numerous biozones equal to dozens of planets.

HISTORY AND CULTURE

Human history is marked with many dark chapters, characterized by war, hunger, disease, and want. For some 6,000 years, Humanity seemingly sought to tear itself apart, as the species struggled over economic systems, political philosophies, and national boundaries. The Eugenics Wars of the late 20th century occurred after genetically bred supermen quietly seized behind-the-scenes power in some forty nations, then fell to fighting amongst themselves. World War III, the third global conflict in 100-years, almost wiped out the Human race and left the planet on the verge of ecological and economic collapse. Afterward, warlords ruled pockets of civilization with an iron hand, while large swaths of the population were left to fend for themselves. It seemed as though Humanity had exhausted itself.

Zefram Cochrane

The importance of Zefram Cochrane's first faster-than-light space flight cannot be overstated. Using research he started prior to the Third World War, he constructed a prototype of his "warp drive," which solved the problem of relativistic space by "warping" space around the vessel. On the first test flight, the warp signature of Cochrane's ship attracted the notice of a passing Vulcan survey ship. Realizing that Humankind now had the capacity for interstellar travel, the Vulcans landed near Cochrane's settlement in Montana. Although he embarked on his endeavor to earn money, Cochrane instead revitalized humanity.

This first contact with extraterrestrial life sparked a remarkable recovery from the recent nuclear war. Humans once again learned to look up from their problems, to imagine the possibilities open to them.

Stunning Transformations

With new vistas to explore and new challenges to meet, the Human race rose to confront the root causes of their dark past. They begin to conquer hunger, eradicate poverty, and cure many of the diseases that plagued humanity—cancer, heart disease, diabetes. By the 24th century, this transformation of Human nature is complete. Free from suffering, want, and pain, the Human condition changed from one of strife to the true pursuit of happiness.

Alongside this social revolution came a political one, as well. The old United States of America merged with the European Hegemony and the Pan-Asian Alliance in 2113, to establish the planet's first united world government. Though dozens of countries held out (Australia was the last to join, in 2150), the drive toward political unification was inexorable. With a forum to discuss global issues and the political muscle to enact global policies, along with a dedication to democratic principles and individual freedoms, Humanity eliminated the root causes of war.

These changes culminated in the incorporation of the United Federation of Planets in 2161. After the devastating Romulan-Earth wars of 2156-60, Humans feared a return to conflict and strife, only on an intergalactic scale. Andorians, Tellarites, Vulcans—all could become potential adversaries in the same way Earth's nations contended over land and philosophies. Humanity sought to expand the principles of unity, peace, and self-determination on an interplanetary scale by forming a federation of planets. The Vulcans, Tellarites, Andorians, and Alpha Centaurans, each with histories similar to those of Earth, agreed to band together into an alliance of worlds, where differences could be aired peacefully and all would share equally in prosperity.

The United Federation of Planets would bring its message of peace, friendship, mutual respect, and freedom to dozens of worlds over the next several hundred years.

Compared to many other space-faring civilizations, Human culture is very young. Having developed over the last 25,000 years, it is a flourishing, vibrant, though some might say arrogant and naïve, civilization. When the Vulcans first encountered them, they believed Humanity to be a savage species ruled by emotions, a belief they would not shake for some time. The Tellarites thought Humans unsophisticated philosophically and politically. Many other species, though, would be amazed at Humanity's optimism, openness, and vitality.

Customs

Humans have a lot of customs, held over from ancient nation-states, religions, and ethnic groups. Humans take a great deal of pride in their balkanized past. They are proud of their heritage, and many can recount where their ancestors originated from across many generations. Indian or Scots, French or American, these distinctions remain important touchstones to the past, while not limiting their potential. Many retain their attachments to their individual ancestries; they enjoy their regional foods, celebrate ethnic holidays, wear regional garb and practice regional art forms, and speak thousands of languages and dialects. In short, Humans celebrate their diversity, while remaining distinctively Human.

Exploration and Innovation

Humans are seemingly consumed by a desire to see what's beyond the next horizon, to climb every mountain, to plant their feet on virgin ground. And when asked why, their answer is simply "because it's there." From the first raft of lashed-together logs that set off from a nameless shore for parts unknown, the Human experience has been one of exploration. Explorers like Amerigo Vespucci, Magellan, and Marco Polo braved the unknown in their quest to travel to unexplored parts of the globe—and are celebrated heroes to this day. And when they had spread across their world, they looked to the stars.

Humans don't believe it when they're told "it can't be done." Heavier than air flight was considered impossible, until the Wright Brothers launched their fragile airplane. Traveling faster than the speed of sound was thought impossible, until that was done, too. Sending Humans to the moon and getting them back safely wasn't feasible, until Neil Armstrong took his first steps. Superluminal space flight was once thought science fiction, until Zefram Cochrane broke the light barrier.

These twin impulses, common in Human society, led them to fling themselves into space. The moon shots of the United States in the 1960s, the Voyager space probe program, the Jupiter missions, and the launch of the *Enterprise* are all steps on an unstoppable march into space. Humans are confident they can do anything, and that it's their destiny to go where no one has gone before.

LANGUAGES AND NAMES

Humans speak Federation Standard, and language that sounds remarkably like the old Earth language English. Human names typically feature a given name followed by a family name. Some cultures place the family name first.

FAMILY NAMES: Corbin, Costa, Dalby, Decker, DeSoto, Dobrevic, Finney, Garrett, Harriman,

Johnson, Jones, Juarez, Komananov, Krajensky, Kyle, Lester, M'Benga, McCoy, O'Brien, Pierce, Ramirez, Scott, Sulu, Wu, Zimmerman.

MALE NAMES: Benjamin, David, Edward, Harold, Hikaru, James, Jean-Luc, Joachim, John, Lawrence, Leonard, Luther, Mark, Paul, Robert, Roger, Steven, Thomas, William.

FEMALE NAMES: Ariana, Beverly, Carol, Donna, Elizabeth, Janice, Jennifer, Kathryn, Keiko, Laura, Leah, Lisa, Linda, Marta, Mary, Nancy, Rachel, Susanna.

FAVORED PROFESSIONS

Any Humans have the ability and drive to master any profession and have spread throughout the galaxy as explorers, diplomats, merchants, mercenaries, and so on. They seem particularly suited to life in Starfleet; more Humans belong to Starfleet than any single other species. By the same token, Humans seem to have a stronger predilection for rogue activities and the vagabond life of the adventurer than many other species.

SPECIES ADJUSTMENTS: Humans, originating on the prototypical Class-M world, represent the stable norm against which all other aliens are rated. As such, they have no species adjustments to their attributes

SPECIES ABILITIES

- ▷ **ADAPTABLE:** From their earliest days, Humans spread across their world and flung themselves out into space, and always seem to thrive in a variety of environments. Human characters gain a +2 species bonus to either Stamina, Quickness, or Willpower, which is chosen during character creation.
- ▷ **THE HUMAN SPIRIT:** To reflect their unique spirit, drive, and versatility, Humans begin the game with +1 Courage.
- ▷ **SKILLED:** Humans seem to have a broad range of experiences from which they draw upon. During the personal development step when creating the character's background (see Chapter 5: Development, *Star Trek RPG Player's Guide*), Humans gain extra skill picks. After choosing a package and picking skills, Humans can add +2 skill levels to any one skill, or +1 to two separate skills.

ENCOUNTERS

From isolated dilithium mines to far-flung colony worlds, Humans can be encountered under almost any circumstances in almost any environment. Even in their early days of space exploration, Humans seem to have a knack for finding trouble or hard-to-reach places; one

manned probe meant for a short-range journey to Mars wound up all the way in the Delta quadrant.

Human Scientist

With a grant from the Federation Science Council, this character ventures to expand the frontiers of knowledge. From his isolated starbase laboratory, he researches stellar decay, searching for new particles that may hold the secret to a new form of energy, a super-strong metal, or the origins of the universe. His work might take him to the location of a star about to go nova, or his lab might be raided for the secrets it contains.

Alternatively, Narrators can simply swap this character's science skill for a different one, thus making him an exobiologist studying the mating habits of Klabnian eels, an archeologist plumbing the depths of a Debrune tomb, or a microbiologist searching for a cure for Rigellian fever.

ADVANCEMENTS: 6

ATTRIBUTES: Agl 6, Int 12*, Per 10*, Prs 6, Str 8, Vit 8

REACTIONS: Quik +2, Savv +2, Stam* +3, Will +2

DEFENSE: 7

HEALTH: 9

COURAGE: 4

SPECIES ABILITIES: Adaptable (Stam), The Human Spirit, Skilled

SKILLS: Computer Use (Encrypt, Retrieve) +8, Construct +5, First Aid +4, Investigate (Deduce, Research) +5, **KNOWLEDGE:** Culture (Human) +6; **KNOWLEDGE:** History (Human) +6, **KNOWLEDGE:** History (Particle Physics) +2, **KNOWLEDGE:** Specific World (Earth) +6, **LANGUAGE:** Federation Standard +6, Persuade +2, Repair (Sensors) +4, **SCIENCE:** Space Science (Astrogation, Astrophysics) +11, **SCIENCE:** Physical Science (Physics) +3, System Operation (Sensors) +7

EDGES: Curious, Unyielding

FLAWS: Flat-footed

PROFESSIONAL ABILITIES: Area of Expertise (Space Science (Astrophysics)), Doctorate



Additional Human Characters

DIPLOMAT: Human diplomats most often represent the Federation, though in the 22nd century they might speak for the United Earth government. They might be a government official sent on a fact-finding tour to an alien world or on their way to a conference on Parliament.

ENVOY: Most often working for Starfleet, the Human envoy introduces Earth and the UFP to alien civilizations. He's eager to contact strange new cultures, learn from them, and participate in an exchange of ideas.

MERCHANT: Human merchants search for curiosities they can bring back to Earth—Altairian glow water, crystalline roses, tribbles. By the 24th century they are rarer than Ferengi and Orion merchants, but can still be found in unusual places.

ERAS

ENTERPRISE: After many years of waiting following Zefram Cochrane's historic warp flight, Earth finally embarks on a bold, new phase of history. Launching the *Enterprise*, Humans look skyward with anticipation, hope, and a little naïveté. They quickly encounter several alien species, some who are glad to meet them, others who couldn't care less. Their participation in the Temporal Cold War and Earth-Romulan War increase their prominence.

TOS: The United Federation of Planets and Starfleet expand the presence of Humans throughout the quadrant. Conflicts with the Klingons, Romulans, and Gorn, although not diminishing their enthusiasm for exploration, make Humans more cautious. Yet their hope to bring a message of peace and friendship to other worlds remains undimmed.

TNG: After two hundred years in space, humanity is involved in intergalactic politics on a grand scale. They make peace with the Klingon Empire and maintain a stalemate with the Romulans, although new threats arise—the Cardassians and Ferengi. More and more, Humans become embroiled in thorny issues requiring deft handling and subtle negotiations.

DS9: The Dominion War threatens the existence of the Human way of life in a way heretofore unseen. Why? Hundreds of thousands died in the conflict, as seemingly never-ending waves of Jem'Hadar soldiers march toward Earth. The war ends in victory for the Federation, and Human values, but at a high cost in manpower and materiel.

VOY: The loss of *U.S.S. Voyager* to the Delta Quadrant only serves to demonstrate the Human commitment to their ideals. While the crew could have abandoned hope and sacrificed their principles, they held to their Starfleet ideals.



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JEM'HADAR

PERSONALITY

Jem'Hadar live to fight. Battle is their greatest desire, for they were born and bred for it—genetically engineered as warrior enforcers of the Dominion, the iron fists of the Founders' will. As such, they are ruthless and fight to the end, neither giving nor asking for quarter or surrender. To keep their aggression in line, the Founders watch over them through the Vorta, alien taskmasters who dole out needed nutrition in return for proper allegiance.

Given a choice between fighting and settling a matter peacefully, a Jem'Hadar will always choose the fight, unless he has orders from his unit's Vorta otherwise. Such orders override their violent urges, and are followed to the letter, for they essentially represent the desires of the Founders. While the Vorta may not be so respected as the Founders, their words are obeyed with all due respect.

PHYSIOLOGY AND APPEARANCE

Jem'Hadar are humanoids standing somewhat taller than the average human and of wider build. Their skin is leathery gray, with many horny protrusions across the face and back. They are genetically engineered for extreme strength and durability.

The Founders engineered the Jem'Hadar and ensure their continued compliance through addiction to the drug Ketracel-white (also known simply as "white"). It provides an isogenic enzyme they need to survive but which their own bodies cannot manufac-

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JEM'HADAR EQUIPMENT

Jem'Hadar wear armored uniforms with energy absorbing pads. These can block seven points of energy weapon damage, or ignore a single "stun" or "kill" setting shot (after which the absorption pad is destroyed). Intact pads can also nullify Starfleet containment fields. Each soldier bears a Dominion quick-shimmer transporter device, controlled by an armband, allowing him to transport at will to and from his ship or base. In addition, each wears a personal "shroud" (cloaking device) that makes it hard for others to see him (+10 to Hide skill tests while activated).

An armored collarbone holds a Ketracel-white vial attached to the soldier's feeding tube.

ture (without it, their circulatory systems break down). This drug is addictive and bolsters the Jem'Hadar's innate aggressive instincts. Some Jem'Hadar have tried to break this addiction, but as it's linked to a genetic enzyme deficiency, withdrawal is typically fatal. With the exception of Ketracel-white, administered through a feeding tube in their necks, Jem'Hadar do not eat or drink and require no other form of sustenance. They also do not sleep, for this smacks too much of relaxation, which fosters weakness and a dereliction of the constant readiness for battle.

The average Jem'Hadar who survives a lifetime of battles lives to about 15 years of age. Those who actually make it to 20 are dubbed "Honored Elders."

When the Dominion began extending into the Alpha Quadrant, the Founders created a new breed of Jem'Hadar, the "Alphans," better designed to fight Alpha Quadrant threats than their Gamma cousins.

A Jem'Hadar warrior is always male—females are unnecessary, for Jem'Hadar are bred in birthing chambers. Sexual reproduction and the emotional attachments that accompany it would only distract them and make them weak. A newly born Jem'Hadar is ready to fight within three days of emergence from the birthing chamber, and ages rapidly, maturing within two to three weeks (with an age equivalent to age 8 or 9 in humans).

HOMeworld

The Jem'Hadar's homeworld's name and location is unknown, but it is rumored among the oppressed Dominion races to be a bleak place, its sky ever under dark, roiling clouds that admit little direct sunlight. Jem'Hadar rarely see the outside, however, for they are bred indoors and trained in elaborate arenas designed to test them against a number of threats, from deadly animals to massive enemy troop formations.

A lizardlike lifeform said to have originated on the Jem'Hadar homeworld has been traded in the black

markets of the Alpha Quadrant, prized for its venom, which can supposedly paralyze a full-grown Klingon.

HISTORY AND CULTURE

Jem'Hadar have no families, for they do not mate or breed—they are bred by the Founders at need. The closest a warrior has to family is his unit, but even here he does not build emotional bonds, only ties of loyalty and obedience. Jem'Hadar cultures exists only to mold individual warriors into more cohesive fighting units.

Jem'Hadar "social structure" forms around units, usually consisting of 6-10 warriors, each ranked by number. A warrior follows the lead of the number preceding his, and the First follows the commands of the unit's Vorta overseer. Anything not covered in these orders is the responsibility of the Jem'Hadar First. If these orders are carried out satisfactorily, the Vorta awards the unit with a ceremonial delivery of Ketracel-white, a drug Jem'Hadar need to survive, available only from the Vorta.

Some units are grouped together into battalions, led by a single Vorta. These generally consist of 36 soldiers in four units of nine soldiers each. When occupying enemy territory or guarding a base, one unit of nine soldiers patrols the perimeter while the other units take up stations inside.

Unlike similar races with violent tendencies, the Jem'Hadar do not exalt their aggression into a matter of glory or honor. Their warrior ways simply are what they are—the very core of their being, regardless of cultural mores, the sole reason and purpose of their existence, the means by which they serve the Founders, viewed by the Jem'Hadar as gods.

Rituals and ceremonies are sparse and short, consisting usually of promotions or demotions, handed out almost at a whim by Vorta overseers. Death is common, and the dead are not mourned. If they died in battle, they are lucky and their lives are not celebrated or dwelt upon. If they died outside of battle, through disease or ill happenstance, they are considered shameful and forgotten as quickly as possible. Either way, the dead are not honored or remembered.

Battle is the only place for Jem'Hadar mysticism, including the pre-battle sermon: "I am dead. As of this moment we are all dead. We go into battle to reclaim our lives. This we do gladly because we are Jem'Hadar. Remember, victory is life." This chant reminds them of their purpose and grounds them in their instincts: to fight to the bitter end, no matter the cost. They will willingly and without a moment's hesitation give their lives for a Founder.

The greatest feat is to reach old age without being considered a coward. Those Jem'Hadar unlucky enough to be assigned endless guard duties, with no opportunity for combat, are considered truly miserable and wretched. They will grow old without scars and will pray for death long before it comes. A Jem'Hadar

who feels old age coming on, with the loss of physical capabilities, will attempt to be assigned a combat mission, hoping to die in battle rather than in bed. The Vorta can be excessively cruel by denying them this. If no battle opportunities exist, the Vorta may allow members of the elder's own unit to turn on him, but this is rare, for it risks losing warriors in their prime if the old one's advanced skills manage to take one or two soldiers with him.

Rivalries between units are forbidden, although rivalries between the Vorta commanders often cause their Jem'Hadar soldiers to pick up a degree of enmity against another unit. This is strongly discouraged by the Vorta leadership and the Founders, but it occurs nonetheless. In matters of importance, however, such rivalries are forgotten in favor of battle against a greater enemy.

LANGUAGE AND NAMES

Jem'Hadar speak their own tongue, a greatly modified form of their native language, developed before the Founders took control of their race's evolution. It is a simple language, composed mainly of short commands, with a huge vocabulary of battle words referring to tactics and maneuvers for which no words exist in other languages.

MALE NAMES: Arak'Taral, Goran'Agar, Ikat'ika, Omet'iklan, Meso'Clan, Talak'talan, Temo'Zuma, Toman'torax, Virak'kara

There are no female Jem'Hadar.

FAVORED PROFESSIONS

Soldier. Jem'Hadar are bred for war and only war. For a Jem'Hadar to be anything but a soldier is to literally run counter to their genetic programming.

SPECIES ADJUSTMENTS: +2 Strength, +1 Agility, +2 Vitality, -2 Intellect, -2 Presence. Thanks to the genetic tampering of the Founders, all Jem'Hadar have remarkable speed and resilience. They have no social graces as such, though, and often consider social discourse to be "weak" (or at least, the job of the Vorta). Furthermore, they lack imagination beyond tactical planning; they do as they're told, and have difficulty exercising creative thought or new ideas.

SPECIES ABILITIES

► **BONUS EDGE: EXCEPTIONAL FORTITUDE:** Jem'Hadar no know fatigue or exhaustion, except when they are denied Ketracel-white.

► **BONUS EDGE: HIGH PAIN THRESHOLD:** Pain? What is pain to a Jem'Hadar? It is but the song of necessity. Jem'Hadar gain the High Pain Threshold edge automatically.

► **INNATE FIGHTING INSTINCTS:** All Jem'Hadar are ready to fight within three days after birth. They have innate instincts for overcoming opponents, and thus gain a +2 bonus to Unarmed Combat skill tests.

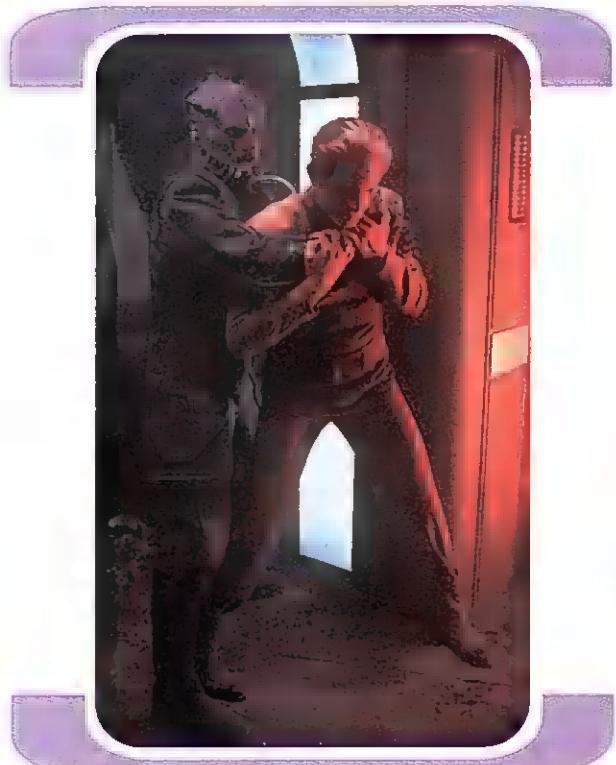
► **EARLY BATTLE TRAINING:** Jem'Hadar culture enforces battle training from birth onwards. Jem'Hadar gain Armed Combat: Simple and Ranged Combat: Energy Weapons at level 1, free. Both of these are always professional skills.

► **NO MERCY:** Jem'Hadar lack even an iota of the empathy common to most warm-blooded sentients. Hence, they are nearly immune to any appeals whatsoever to pleas for aid or mercy. Jem'Hadar gain a +4 species bonus to resist any attempts to use Influence or Persuade on them. (Negotiate skill works normally, by trying to find a logical way to fit things in with the Jem'Hadar's orders.)

► **SPECIES FLAW: ADDICTION 2:** Jem'Hadar must have a dose of Ketracel-white once per day. Failure causes the Jem'Hadar to become edgy, then lethargic, as his circulatory system collapses.

ENCOUNTERS

Jem'Hadar can be encountered throughout the Dominion, enforcing the will of the Founders and keep an iron control over all its races, brooking no dissent. When the Founders decide to expand into the Alpha Quadrant, the Jem'Hadar are their frontline soldiers.



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Jem'Hadar First

Each Jem'Hadar unit has a First, the ostensible unit leader. A First gains respect for his daring, skill, and readiness to die for the Founders. Firsts have the scars to show their experience in battle, as well as the cunning necessary to be good leaders in spite of their short lifespans.

ADVANCEMENTS: 3

ATTRIBUTES: Agl 9*, Int 4, Per 7, Prs 5, Str 11*, Vit 10

REACTIONS: Quik +4*, Savv +1, Stam +3, Will +2

DEFENSE: 8

HEALTH: 12

COURAGE: 4

SPECIES ABILITIES: **BONUS EDGE:** Exceptional Fortitude, **BONUS EDGE:** High Pain Threshold, Innate Fighting Instincts, Early Battle Training, No Mercy,

SPECIES FLAW: Addiction 2 (Ketracel-White)

SKILLS: **ARMED COMBAT:** Simple +4, Athletics +4,

KNOWLEDGE: History (Battles) +2, **KNOWLEDGE:**

Specific World +2, **LANGUAGE:** Jem'Hadar +2,

Observe (Track) +3, **RANGED COMBAT:** Energy

Weapons +8, Survival (Desert) +5, Tactics (Ground)

+5, **UNARMED COMBAT:** Jem'Hadar martial arts +5

EDGES: Exceptional Fortitude, High Pain Threshold, Weapon Mastery (rifle)

FLAWS: Addiction 2 (Ketracel-white)

PROFESSIONAL ABILITIES: Evasion, Reconnaissance,

Survival Training

ERAS

ENTERPRISE: The Dominion still tampers with Jem'Hadar genetics in the 22nd century; the shock troops are not yet perfect. Isolated pockets of rebellion lead the Founders to institute harsh crackdowns, tightening the need for ketracel-white and reinforcing the genetic sense of loyalty and unit structure. These Jem'Hadar are stalkers and trackers, relying more on natural stealth and guile than upon their comparatively primitive technologies. (Jem'Hadar in this era do not have shrouds, and their hand weapons function like 23rd century phasers with just stun and kill settings.)

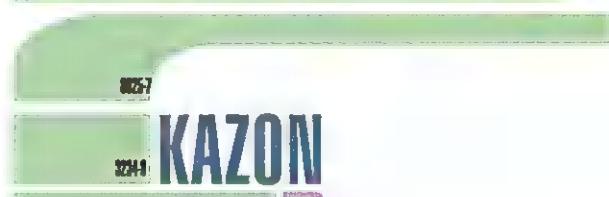
TOS: By the 23rd century the Dominion has engineered the Jem'Hadar into what they will be for centuries to come—lethal killing machines easily adapted to multiple aggressor species and totally pliant to the Founders.

TNG: Prior to the discovery of the Bajoran wormhole, the Jem'Hadar are the terror of the Gamma quadrant. By this time they're well-equipped with polaron weapons and the Dominion has created entire factories designed just to churn out war materiel on conquered planets.

DS9: The Federation's first introduction to the Jem'Hadar is less than spectacular; the Jem'Hadar prove to be more than a match for the typical Starfleet officer. As the Dominion War breaks out and drags on,

the Jem'Hadar manage to replace their losses more rapidly than Starfleet can, making them a serious threat. The spirit of individuality in all living things occasionally shines through, though, as Starfleet officers run into Jem'Hadar who wish to defect or throw off the shackles of ketracel-white.

VOY: The Dominion always plans to expand its borders, and it's not unreasonable to assume that Jem'Hadar might be seen far from home, either working as advance scouts or trying to establish a new base of operations once separated from the empire by some space anomaly. Of course, the most pressing question is how to survive without ketracel-white... and what to do if the addiction is somehow broken.

**PERSONALITY**

Years of enslavement, ruled by a race called the Trabe, left its mark on the Kazon. Despite having gained their freedom decades ago, they still compete desperately, as if afraid that at any moment their masters might come along and take everything away from them again. Kazon society encourages constant competition among its members, but often of the most petty kind. Kazon can turn anything into strife, and they prove far more adept at thievery than diplomacy.

For the males, becoming a Jal (warrior) takes precedence over everything else, though races like the Klingons would cringe at the Kazon idea of a warrior. A common way for a Kazon to become a warrior is to kill an enemy, though they can slay captives or assassinate people in their sleep in order to achieve this title. Most male Kazon view females as inherently inferior, and even while the Kazon were slaves the women had an inferior position. Many women spend their lives just trying to avoid the men, but a few gained prominence through clever manipulations. After all, they can be just as devious as any male Kazon.

The Kazon years of slavery shaped other areas of their life as well. Many Kazon are avaricious and covetous, more anxious to acquire things that belong to others than to make them for themselves. They rely on tricks and subterfuge over honesty and negotiations. They habitually try to get the upper hand or a superior position against anyone with whom they deal, even if it will not do them any particular good. They fear foes in superior numbers or with superior weapons, though they will fight if cornered. They also developed a strong hatred for uniforms and official governments like the Trabe had, though they have instituted some of their own.

Kazon also enjoy having subordinates and inferiors, regardless of species. Nevertheless, they fear exclusion from their people and will demean themselves if that is what it takes to maintain acceptance. By the same token, they can commit acts of great cruelty against outcasts and those weaker than themselves. They enjoy making insults but hate having insults directed against them.

One would think that the Trabe's treatment of them would leave the Kazon more sympathetic to other people, but quite the opposite proves true. Once a culturally sophisticated race, subjugation drove any semblance of empathy out of them. While some Kazon know about the race's past glory, most only know slavery and their unsophisticated, technologically backward culture. Of course, many Trabe refuse to admit that they mistreated the Kazon, or knew the extent of the abuse.

PHYSIOLOGY AND APPEARANCE

Physically similar to humans, the Kazon seem to have far less diversity. Their skin tones do not vary much, ranging from pink to beige to tan. Other aspects that show little difference from Kazon to Kazon include adult size, weight, hair color and more. Of course, this never stopped them from creating societal divisions based on tiny differences.

A series of bony ridges along their foreheads make up their most obvious difference from Humanity, and an especially prominent ridge runs down their foreheads to the top of their noses. Their hair growth begins at the point where the ridge ends, and they can (and often do) also grow mustaches and beards.

HOMEWORLD

The Kazon hail from a planet of the same name, a dry but marginally class-M world. They hold their homeworld in less esteem than most races hold their planet of origin, probably because it reminds them too strongly of their years of slavery and disgrace. They control a fair amount of space in the Delta Quadrant, though a constant lack of water plagues Kazon space. Their homeworld suffered during its years of occupation, with the Trabe stripping it of its most valuable resources. Now a strip-mined reflection of what it once was, many Kazon consider it even more inhospitable than many of the worlds they have since captured. Their homeworld remains the center of Kazon space, but it holds no particular distinction for the race. Those few who know their history consider this especially sad, as their homeworld once served as the center for culture and learning in its sector.

HISTORY AND CULTURE

The Kazon factions determine much of what occurs in their society, establishing rules, traditions, mindsets, policies and more. These factions come and go on a regular basis, but they all demand intense loyalty from their members. As of 2372, 18 sects made up the Kazon Collective. This included Kazon-Nistrim, Kazon-Ogla, Kazon-Oglamar, Kozan-Hobbi, Kazon-Mostral, Kozan-Pommar and Kazon-Relora. Kazon-Relora and Kazon-Ogla dominated Kazon society, but neither led the entire race. A Maje leads each faction, usually ruling for life (which can prove short and violent). A Kazon without a sect becomes an outcast Goven.

Maje Jal Culluh leads the Nistrim, and Federation interaction with him revealed him to be a devious and untrustworthy foe, willing to do anything to obtain the technological advantage the *U.S.S. Voyager* represented. He lied, stole and killed in his attempts to seize the ship. He used all sorts of people, but did not manage to learn anything of Federation technology. Captain Janeway considered the Kazon too backwards to give such items, despite their possession of warp technology and cloaking devices. She viewed technological trade with the Kazon as a violation of the Prime Directive. Janeway is not the only one to consider the Kazon backwards—the Borg designated the race Species 329 and considered it unworthy of assimilation.

Despite the Kazon's nomadic, disorganized nature, difficulties with the Trabe continue. The success of the Kazon rebellion turned the Trabe into an exile race. The Kazon continue to harry the Trabe at every turn, and the Trabe sought an alliance with the Federation in order to wipe out the race's leaders. This plot failed, and the two races' long-standing feud continues.

The Kazon realize they need advanced technology to effectively pursue their vengeance, but they have done little to research or develop such knowledge.

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Instead, they develop schemes to steal such technology. They stole much from the Trabe but have seen little success beyond that. While the Kazon have had little success training engineers and scientists, almost all males train for war. This often includes live-fire drills that begin during childhood, as well as training with traps and explosives. Children who do not pass these tests or in some other way fail to become warriors occupy the lowest rung of Kazon society, looked down on and mistreated by all. Those who fail assignments or rebel against their leaders often face execution.

LANGUAGE AND NAMES

Kazon. The Kazon tongue, once a poetic and sophisticated language, also suffered under slavery. Now an amalgamation of Kazon and Trabe terms, the significant differences between these roots makes the new language rough and dissonant. Grammar rules apply haphazardly, and the attempt to merge the two languages makes learning the new one difficult. A Vulcan might consider the attempt (and the resulting language) illogical.

The Kazon used to have extensive family names in which they took great pride, but the Trabe destroyed that tradition. They erased all record of these family names and history, making genealogy little more than a poorly maintained oral tradition. Now Kazon go by one given name, but they like to pile up titles in front of it.

MALE: Culluh, Haliz, Haron, Jabin, Kar, Kelat, Loran, Minnis, Razik, Surat, Valek

FEMALE: Cerene, Doola, Hetheter, Minna, Querey

FAVORED PROFESSIONS

ROGUE. While the Kazon think of themselves warriors, most of the people who encounter them consider them little more than unethical knaves. They have little formal military training, instead picking up skills from the other Kazon around them. This haphazard education gives them a wide variety of skills, but they can rarely compete with the ability of well-trained soldiers.

SPECIES ADJUSTMENTS: +1 Agility. Sly and wiry, the Kazon can slip out of almost as much trouble as they get into.

SPECIES ABILITIES

BLUFF AND BLUSTER: Insecure and unsure of their place in the galaxy, the Kazon make up for this by talking loud and tough—usually tougher than they really are. They gain a +2 species bonus to Influence (Fast Talk) and Influence (Intimidate) tests.

BONUS EDGE: EVERYMAN: Kazon even look alike to other Kazon. Kazon automatically possess the Everyman Edge (see the *Star Trek RPG Player's Guide*, page 134).

BONUS EDGE: SHREWD: Lies and deceptions are so commonplace among the Kazon that they whenever they spend 1 Courage in a Savvy reaction test, they gain +5 to their test results rather than +3, as the Edge: Shrewd.

BONUS SKILL: DEMOLITIONS: Kazon gain Demolitions 1 and can treat this skill as a professional skill for the purposes of skill selection and advancement.

DEVIOUS: Even the most innocuous relationship with a Kazon could be part of an elaborate plot. Kazons gain a +2 species bonus to Persuade skill tests.

INFAMY: Kazon talk a lot about being great warriors, but the race actually puts a higher premium on deviousness than it does on honor. As a result, a Kazon with lots of infamy (rated by renown) can persuade others to join him in a quest, ally with him politically, and fight for him. When making Influence, Intimidate, Negotiate, and Persuade tests involving other Kazon, add your Renown modifier to the skill test. Would-be followers often believe that a great leader will bring great rewards. The truth, of course, is that most Kazon leaders simply use and discard or sell out their troops.

SPECIES FLAW: SPECIES ENMITY (TRABE): The Kazon have a long-standing and species-wide feud with the Trabe, and neither party can tolerate the other.

ENCOUNTERS

The Kazon tend to stay in their sector of Delta Quadrant, afraid to venture to where more powerful races might defeat them and make them slaves once more. A few sign on with other races, helping them with security—or acting as saboteurs against their enemies. They can also handle a wide variety of technical tasks and may work as assistant engineers and the like. Outcasts and outlaws also flee Kazon space, seeking whatever work they can find among other races. They



rarely achieve leadership positions away from their own people, though stranger things have happened.

Kazon Wanderer

While Kazon who wander space are by no means common, they do crop up from among the disenfranchised or hunted. A Kazon wanderer typically has no love lost for his former people, and nowhere to go. Rarely do such outcasts bother trying to work up a new home or reputation; usually they survive by lying, cheating and bullying their way across a sector.

ADVANCEMENTS: 2

ATTRIBUTES: Agl 13*, Int 9, Per 5, Prs 9, Str 6, Vit 9*

REACTIONS: Quik +4*, Savv +2, Stam +2, Will +2

DEFENSE: 10

HEALTH: 9

COURAGE: 3

SPECIES ABILITIES: Bluff and Bluster, Bonus Edge: Everyman, Bonus Edge: Shrewd, Bonus Skill: Demolitions, Infamy, Species Flaw: Species Enmity (Trabe)

SKILLS: Appraise +1, **ARMED COMBAT:** Simple Weapons +4, Conceal +2, Demolitions +1, **KNOWLEDGE:** Culture (Kazon) +3, **KNOWLEDGE:** History (Kazon) +2, **KNOWLEDGE:** Religion (Kazon) +2, **KNOWLEDGE:** Specific World (Kazon, Talax) +3, **LANGUAGE:** Federation Standard +1, **LANGUAGE:** Haakonian +1, **LANGUAGE:** Kazon +2, **LANGUAGE:** Talaxian +1, Influence (Intimidate) +4, Observe (Spot) +3, Politics (Kazon) +3, **RANGED WEAPONS:** Energy +1, Ranged **WEAPONS:** Projectile +1, Sleight of Hand +2, Stealth (Sneak) +5, Streetwise +3, **UNARMED COMBAT:** Brawl +1

EDGES: Blends In, Dodge, Wealth

FLAW: Species Enmity (Kazon)

Additional Kazon Characters

SCIENTIST: Few Kazon have the patience or education necessary to pursue a career in the sciences. Nevertheless, possession of advanced technology is one of the routes to power among the Kazon. A Kazon scientist could do well to attach himself to a Maje as a technical advisor.

SOLDIER: A rare few Kazon have the discipline necessary to actually function as soldiers. These sorts typically don't rely on the deceipts common to Kazon society, so they're rarely leaders. Instead, they're the ones who actually get things done when the fighting breaks out.

SPY: Taking a cue from Seska, the Kazon might send insurgents and spies to learn more about enemies. Certainly they're capable of a great deal of subterfuge, so long as they feel that they ultimately have the secret upper hand.

ERAS

ENTERPRISE: In the 22nd century the original Kazon empire is only a dream of glory. The Trabe have

systematically enslaved the Kazon for centuries and have committed great atrocities. The Kazon have little in the way of organization or education; they are barely sentients. They remain fierce and stubborn, though, and this stubbornness leads them to form many resistance groups. While resistance groups fight with one another as much as with anyone else, they cause trouble for the Trabe over many years, scoring successes as widespread as destroying Trabe starships and collapsing planetary economies or life-support systems.

TNG: In 2346, the Kazon overthrow the Trabe. This leads to the dissolution of the Trabe's identity as a power in the quadrant, but it's too late for the Kazon, who are already little more than broken scavengers and nomads. The Kazon manage to steal a great deal of Trabe technology and spacecraft, thus preventing the Trabe from resettling. Still, their lack of clear leadership and their years of undereducated slavery reduce them to quarreling groups, unable to re-establish their species identity.

DS9: By the mid-24th century the Kazon have had a few generations outside of slavery. Their new "government" takes shape—autocratic tribes that fight one another and still value subterfuge, sabotage, and pure killing mettle. The Kazon seem more interested in intra-species conflict and revenge against the Trabe than in any attempts at self-improvement. Because of this, their technology lags behind that of other spacefaring races, in spite of their possession of enormous warships.

VOY: When *Voyager* arrives in the Delta quadrant, it immediately becomes the center of feuding between Kazon clans. Each clan wants to steal the Federation technology, but also has a heavily-ingrained hatred of *Voyager*'s orderly, systematic social nature. Interestingly, this propels the Kazon out of their usual practice of skirmishing against one another; instead, some Kazon start to see the advantages of alliances. Still, the Kazon have a long way to go to become an enlightened and technically advanced species once more.



PERSONALITY

Kelvans in their natural form have no emotions, and can thus seem coldly pragmatic, or even unthinkingly cruel and callous, to other beings. Kelvans evaluate problems and stimuli based on immediately available non-physical information, which their brains process in parallel to remove perceptual biases.

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PHYSIOLOGY AND APPEARANCE

Kelvans are enormous balloon-like creatures composed of gas, protoplasm, and mental force. They have hundreds of long tentacles radiating from their saucer-shaped bodies, but no tactile perceptions.

HOMEWORLD

The planet Kelva, in the Andromeda Galaxy, is an immense Class J gas giant, and the center of an enormous empire two million light years from the Milky Way.

HISTORY AND CULTURE

The Kelvans believe in conquest as the only rational goal for any species, to expand its available environment by any means necessary. Without emotions, the Kelvans behave quite logically to subjugate other species and, if possible, exploit them to Kelvan benefit. (If a species is more trouble than it is worth, the Kelvans exterminate it.) Over the millennia, the Kelvans have built a large, efficient empire covering most of the usable Andromeda Galaxy. Unfortunately, radiation levels in Andromeda are rising (possibly due to chain reactions of supernovae in the galactic core), and within ten thousand years, the Kelvan Empire must expand to other galaxies or die out.

Kelvan technology is the highest possible in Tech Level 9; only the Q or other godlike aliens surpass it. Kelvan devices exist that can immediately translate a humanoid into a small crystalline polyhedron. Other Kelvan technologies include superdense alloys far beyond even Federation chemical theories, powerful psionic devices, self-contained monitor systems that make up for the limited Kelvan sensorium, and spaceships capable of travelling millions of light-years in only centuries. Kelvans do, however, remain dependent on technology, and their scouts are very adept at upgrading primitive technologies or biologies for Kelvan purposes.

LANGUAGE AND NAMES

Kelvan. Kelvan names exist as multivariate polynomials expressed in a stochastic storm of psychic impressions. When taking lower forms, they adapt any pleasing set of syllables that seems natural for the given vocal apparatus.

KELVAN "HUMAN" NAMES: Drea, Hanar, Kelinda, Rojan, Tamar.

SPECIES ADJUSTMENTS: +6 Strength, +4 Vitality, +2 Intellect, -4 Agility, -3 Presence, -3 Perception. Kelvans' huge size (over 10 meters in diameter) gives them mass for strength and damage resistance, but their amorphous constitution lowers their Agility. The Kelvan absence of emotions and tactile perception affects Presence and Perception. Kelvans are rigorously trained from birth to fully use their mental abilities.

SPECIES ABILITIES

- ▷ **AMORPHOUS:** As the creature ability on page 213 of the *Star Trek RPG Narrator's Guide*; Kelvans cannot squeeze through narrow openings, of course, given their immense size.
- ▷ **BONUS EDGE: MULTITASKING:** Kelvans, though not "assimilated Kelvans," automatically possess the Multitasking edge.
- ▷ **BONUS EDGE: PSIONIC:** Kelvans automatically possess the Psionic edge.
- ▷ **INCOMPREHENSIBLE:** Products of an entirely alien evolutionary and cultural path, the Kelvans can barely be comprehended by psionic beings from the Milky Way Galaxy. Any use, by an inhabitant of the Milky Way Galaxy, of a psionic skill on a Kelvan (with or without the Kelvan's consent) begins at +15 to TN. Conversely, Kelvans automatically gain Telepathy 2, but this only works on other Kelvans in their native form; otherwise the Kelvan also suffers the +15 TN penalty.
- ▷ **PREHENSILE APPENDAGES:** Kelvans' many tentacles allow up to 4 extra standard actions per round.
- ▷ **SPECIES FLAW: ARROGANT:** Masters of their galaxy, Kelvans possess the Arrogant flaw.

ENCOUNTERS

Starships travelling outside the Galaxy, or ten thousand years in the future, may encounter Kelvan warships or colony fleets. Such a Kelvan armada, if it penetrated the galactic Barrier in the 23rd or 24th century, would be an even greater threat than the Borg to any force the known Galaxy could assemble.

Kelvans have the technology to transfer their life essence into other forms; a starship Crew might meet Kelvan "Romulans," "Klingons," "Borg," or any other species in this book, or in the galaxy. These forms have only their native lifespans, rather than the centuries-long spans of pure Kelvans. Kelvan scouts in the Federation assumed Human form, and colonized an empty world in Federation space in 2268 after discovering that they could not control their new Human reactions, emotions, and sensations.

Such "assimilated Kelvans" have the characteristics of their chosen form, rather than those of pure Kelvans, although they remain extraordinarily formidable on psionic planes of thought and experience. Their reaction to being essentially "trapped" in lower, embodied forms may vary widely, from determination to adjust, to psychopathic plans for technological superweapons and galactic conquest. If the Kelvan Empire sends

another wave of scouts, they may have improved their life-essence transfer devices to prevent such “assimilation” to lower bodily forms. Such Kelvan infiltrators could present a danger far more serious than the changeling conspiracy during the Dominion War.

Kelvan Slavemaster

With an incredible lifespan, the ability to shift into variant forms, and technology that trumps just about anything known in this galaxy or any neighbor, a Kelvan conqueror has a multitude of advantages over most other species. Given the Kelvan drive for conquest it's not unusual to run afoul of a slavemaster, who keeps subject species in line and barter slaves to other Kelvans from a position of uneasy neutrality.

ADVANCEMENTS: 2

ATTRIBUTES: Agl 2, Int 12*, Per 9*, Prs 6, Str 14, Vit 8

REACTIONS: Quik +2*, Savv +2, Stam +1, Will +3

DEFENSE: 6

HEALTH: 12

COURAGE: 3

SPECIES ABILITIES: Amorphous, **BONUS EDGE:**

Multitasking, **BONUS EDGE:** Psionic, Incomprehensible, Prehensile Appendages, **SPECIES FLAW:** Arrogant

SKILLS: Appraise (Slaves) +4, Construct +2,

ENGINEERING: Structural +2, **ENTERPRISE:** Business +4,

Indoctrinate +6, **KNOWLEDGE:** Culture (Kelvan) +3,

KNOWLEDGE: Specific World (Kelva) +3, **LANGUAGE:**

Kelvan +3, Mind Shield +2, Negotiate (Bargain) +5,

Observe +3, Telepathy +2

EDGES: Exceptional Concentration, Multitasking,

Psionic

FLAWS: Arrogant

PROFESSIONAL ABILITIES: Business Acumen



04

KLINGONS

PERSONALITY

Klingons are aggressive. They fight for almost any reason, notably when their honor is at stake. As aggressive predators, almost anything can set off their warrior instincts—eavesdropping, whispering, failing to make eye contact, signs of weakness. They resolve their conflicts through violence; an insult to one's honor, a difference of opinion, a crime or injustice—these actions and others can set Klingons diving for the knives. Klingons do not shirk from combat, for to do so would be a sign of cowardice.

The Klingon mind ignores ambiguities. Klingons like matters to be clear-cut. They are blunt in manner and speech, so there can be no misunderstanding. Things are either black or white, good or bad, never in-between. A warrior proclaims his intent forcefully and says what's on his mind.

For Klingons, everything must have utility in order to be worthwhile. If an object or custom is not immediately obvious, they scoff at it. Mattresses, recreation, holo-programs, these do not strengthen a warrior and are considered useless. Exercise must contain an element of real danger. Rituals must test a warrior's strength. Songs must tell of great deeds.

Perhaps the most important thing to a Klingon is his honor. The sum total of an individual's actions, as well as those of his parents and ancestors, can be measured by his honor. It can be gained through victory and sacrifice and lost through cowardice and treachery. A Klingon will do what he thinks is best for his honor, and avoid actions that could cause him to lose face.

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KLINGON HONOR

The Klingons live by a code, promulgated by Kahless the Unforgettable, that dictates the proper behavior for a warrior. Honor controls Klingon aggressiveness, forcing them to work together, or at least keeps them from devolving into perpetual chaos.

- A warrior does not cheat.
- A warrior does not take prisoners.
- A warrior does not allow himself to be taken prisoner.
- A warrior proclaims himself loudly.
- A warrior does not use poison, or kill from behind.
- A warrior does not surrender.
- A warrior dies standing up.

Whether or not an individual lives up to this code, however, is up to him, and there are many Klingons who fall short of the mark.

PHYSIOLOGY AND APPEARANCE

The average Klingon stands 1.6 to 1.9 meters in height. Skin tones range from a swarthy olive to brown, and their hair is black, and traditionally worn long (either braided or worn loose). Their most distinctive feature is the impressive head ridges, unique to each individual.

Internally, Klingons have eight-chambered hearts, two livers, redundant stomachs, and an astounding twenty-three rib pairs. This organ redundancy, called *brak'lul*, makes them hardy and difficult to kill.

HOMELAND

The Klingon homeworld, *Qo'noS* (pronounced KRO-nos), is located in the Beta Quadrant, and is the capital of the Klingon empire. It is the third of X planets orbiting an orange, bright, subgiant (type K1 IV) star. Two moons orbit the planet, Corvix and Praxis (the remnants of which remain in orbit after it explodes in 2293).

A single landmass comprises the entire habitable surface of *Qo'noS*. The terrain consists primarily of high, rocky mountains, jagged cliffs, and rivers of lava, the result of its unstable tectonics. A greenhouse effect caused by volcanic ash keeps the planet's surface warm and traps its oxygen-nitrogen atmosphere. The interaction of cold air over the ocean and extremely hot air over the continent gives rise to sizable storms; with no land on the planet's far side to halt their growth, hurricanes the size of Earth's North America form over the sea and slam into land like a sledgehammer. Visitors to *Qo'noS* find it difficult to move around in the high gravity (1.23 G) and thick atmosphere, and make fatigue tests in half the time listed on Table A.9.

HISTORY AND CULTURE

Klingon history is bloody, filled with the deeds of great heroes. Their greatest hero, Kahless the Unforgettable, founded the empire sometime in Earth's eighth century by killing the tyrant Molor. He is the cornerstone of their mythology, and many legendary feats are attributed to him. It was he who forged the first *bat'lath*, and with it conquered the *Fek'lhr* (demons) and skinned the serpent of *Xol*. He battled his brother Morath for 12 days and 12 nights after the latter lied and brought shame to his family. He fought off an entire army single-handedly at Three Turn Bridge in his bid to unify the empire. Mostly importantly, however, Kahless developed the warrior's code of honor, by which all Klingons live their lives.

The Hur'q Invasion

The Klingons' first encounter with an interplanetary species formed their opinions about contact with other beings. Raiders that the Klingons called the *Hur'q*, or "outsiders," invaded the Klingon homeworld. Once galaxy-wide plunderers who destroyed whatever they could not pillage, the *Hur'q* pillaged *Qo'noS*, taking with them many Klingon cultural and historical treasures, including the Sword of Kahless. Thereafter, Klingons would mistrust all "outsiders"—Vulcan, Human, Cardassian, anyone.

Contact with Humans

The Klingons' relationship with the Federation provides a textbook example of their hostility toward outsiders. Early encounters between the two sides were ambiguous. After one of their representatives became stranded after crash landing in a field in Montana, the NX-class starship *Enterprise* journeyed to the Klingon homeworld, but received a decidedly cool reception. During a second encounter, the crew of the *Enterprise* rescued a ship-wrecked Klingon vessel, and received threats as a "thank you."

By 2223, the Klingons issued an ultimatum for the Federation to withdraw from disputed territories claimed by both sides. Sporadic border conflicts occurred until the battle of Donatu V. Hostilities came to a head by 2267, when both sides poised for outright war over Organia, the only Class-M world in the sector. Unbeknownst to either side, the Organians were incredibly powerful energy life-forms who imposed the Organian Peace Treaty on both parties. The treaty provided that any disputed planet would be awarded to the power that proved it could develop it most efficiently, ushering in a period where both sides vied for planets such as Sherman's Planet, Neural, and Capella IV.

A new chapter in the relationship between the two sides began in 2293, with the explosion of the Praxis moon. Caused by serious over mining and lax envi-

ronmental controls, the disaster meant that the Klingons suddenly found the atmosphere of their homeworld hopelessly polluted. *Qo'noS* would become uninhabitable within 50 years. The Klingons could no longer afford a cold war with the Federation. Then Chancellor Gorkon, leader of the High Council, initiated a peace dialogue that would dismantle the neutral zone between the two parties. Despite Gorkon's assassination by agents of the status quo, the historic Khitomer Accords were signed.

Peace would not come easily to the two sides, however, and raids by Klingon battle cruisers continued. It would take Starfleet intervention at Narendra III and Khitomer—both attacked by the Romulans—to convince the Klingons that the Federation was honorable. The Second Khitomer Accords provided for an outright alliance between these once-bitter enemies.

Klingon Civil War

Matters inside the empire were slightly less contentious over the years, and the High Council has always been a hotbed of intrigue. The poisoning of Chancellor K'mpec in 2367 triggered a bitter struggle over his succession. K'mpec had taken the unorthodox precaution of appointing a Starfleet captain as his Arbiter of Succession, and to him fell the task of choosing between candidates from the House of Duras and House of Gowron.

When Gowron emerged the victor, forces loyal to House Duras plunged the empire into civil war by attempting to block his inauguration. The Federation stepped in to assist Gowron by patrolling the Klingon-Romulan border, and thus uncovering Romulan support for the Duras family. Support for Duras among the other houses crumbled and the empire was preserved. There

can be no better example of how far the Federation and Klingon empire had come.

Society

Every Klingon wants to grow up to be a warrior, even though there aren't enough positions to fill the demand. Every Klingon tries to get into a good military academy. Upon graduation, each petitions his house for warrior status. Those who do not make it are expected to find their own ways, supporting their houses through some other profession, such as a factory worker, farmer, or merchant.

Three Tiers of Society

Klingons divide their society into four tiers. At the top are the nobility, the lords of houses both great and small. They receive their authority by virtue of the lands they control and the army at their command. Presumed to be the most honorable, the nobility enjoys the most power and privileges in society. Those who intend to walk the warrior's path seek admission to the military of a particular House, and form the second tier. The rank of warrior is not hereditary, though kinship with a loyal warrior counts in the applicant's favor. The next tier consists of the accountants, weapon-smiths, nursemaids, and thousands of other second-rate professions needed to keep society functioning. Generally, these Klingons were refused induction into a house's army, though many simply chose to follow in the family business. At the bottom of the social order are the inhabitants of planets conquered by the empire. Klingons who have no honor, and are banished from Klingon society (a process called discommendation), are beneath this social scale.

Klingon Houses

Houses both large and small divide the Empire's territory between themselves. They rule directly over their lands—ranging from small planetary regions to entire planets, or, in the case of the most powerful, several planets—with absolute authority. Little more than a federation of petty fiefdoms bound together for mutual benefit, the empire resembles one of Earth's ancient feudal societies more than an intergalactic power.

Most houses maintain their own military forces, training facilities, arsenals, and even shipyards. The more successful a house—winning battles and controlling vast tracts of land—the more warriors want to join. The house is the most important thing to a warrior, for it defines his allegiance. A warrior's allegiance to his house is oftentimes stronger than his dedication to the empire. Every honorable warrior serves his house with undying devotion.

The High Council

The ruling body of the Klingon empire, the High Council is composed of some 24 of the most powerful



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houses in the empire. After the last emperor died without an heir in 2069, the High Council seized control of the empire. The Council is a hotbed of political intrigue. Like bullies, they do whatever they want, and can get away with. And convincing a majority of the empire's most powerful people to agree on anything can be difficult, unless the course of action is clear. No one wants to unintentionally benefit a rival, or undermine their position.

The High Council advises the Chancellor on matters facing the empire. He leads the Council through force of will and his own considerable army. A master

THE GREAT HOUSES

DAA'MAQ: The warriors of this house have a reputation for ferocity and cunning. They rise to almost any challenge, no matter how overwhelming the odds.

DURAS: Once a Great House, they secretly maintained links with the Romulans for decades. A member of this house gave the key to Khitomer's defenses to the Romulans, allowing them to massacre the colony in 2346. The Duras poisoned Chancellor K'mpec for his job, and plunged the empire into civil war.

KANG: No house exemplifies the Klingon ideal of virtue more than this house. They are the first to join an honorable battle, and first to abandon an ignoble venture.

KOZAK: This house is an economic powerhouse, controlling key resources, and can obtain a wide range of supplies from across the quadrant.

MARTOK: General Martok was born to a simple farmer, gained membership in a minor house, and, in 2347, as the captain of a battle cruiser, he single-handedly held off a Romulan warbird. For his bravery, the High Council made him lord of his own House.

MERGH: This house once sat upon the High Council, but was toppled after suffering heavy losses during the Dominion War.

MOGH: Once a paragon of honor, the now extinct House of Mogh suffered at the hands of House Duras. To preserve the empire, Mogh's son, Worf, accepted discommendation after his father was accused of being responsible for the Khitomer massacre.

MONG: Most Klingon warriors sing of their victories, and Klingon houses trumpet their achievements. The House of Mong maintains a veil of secrecy. "As silent as a Mong" is a common saying in the Empire.

politician, he plays a delicate balancing game between different factions.

Rituals

The Klingons have many rituals, often designed to prove their strength and endurance—key qualities of a successful warrior.

The Day of Honor is an annual event that takes place in the Caves of Kahless, when Klingons reflect on how they can better emulate Kahless.

The *R'uustai* bonds together individuals who are not directly related, and is usually performed when a Klingon wishes to bring an orphan into his house.

The Rite of Ascension is a test of a child's worthiness to be a warrior, at the tip of a painstik.

The *Hegh'bat* ceremony is performed when a warrior realizes he is no longer fit enough to stand and face his foes, and he commits ritual suicide.

The *Kal'Hyah* is a spiritual and mental journey a groom shares with his friends during the four days before his wedding, and consists of six trials: deprivation, blood, pain, sacrifice, anguish, and death.

The tea ceremony is performed when two friends wish to test their bravery and share the experience of mortality together, and so share a cup of poisoned tea.

The death ritual is practiced upon the loss of a comrade, when warriors gather around to let loose a tremendous howl intended to warn the dead of the arrival of a Klingon.

LANGUAGE AND NAMES

Klingons speak Klingon, or *Ta'hol*, in addition to regional and even house dialects. They use their given names followed by their father's name (such as "Worf, son of Mogh"). House names are usually taken from name of its founder, as in House of Martok or House of Mogh.

MALE NAMES: Chang, Duras, Gorkon, Gowron, Huraga, Ja'rod, Kahless, Kang, K'mpec, K'mtar, K'nera, K'Ratak, K'Tal, K'Temang, K'Tmoc, K'Vada, Koloth, Konmel, Kor, Korris, Kozak, Kurn, L'Kor, Lorgh, Martok, Mogh, Noggra, Nu'Daq, Rodek, Telok, Toq, Toral, Torin, Tumek, Worf

FEMALE NAMES: B'Elanna, B'Etor, Grilka, Huss, Kahmar, K'Ehleyr, Karana, Kurak, Linkasa, Lurara, Lursa, Shenara, Sirella

FAVORED PROFESSIONS

Soldier and starship officer. Every Klingon wants to grow up to be a warrior, to amass honors, accolades, and victories. Acceptance into the military of a great house, serving as either soldier or crewman on a battle cruiser or bird-of-prey, is what all Klingons crave. Even those who fail to make the grade, and must find employment other ways approach their lives as a series of challenges to be defeated.

SPECIES ADJUSTMENTS: +1 Strength, +1 Vitality, -1 Intellect, -1 Perception. The higher gravity on *Qo'noS* makes Klingons stronger and broader than Humans. Focusing on the warrior lifestyle, Klingons tend to neglect their education. Klingons often rush into a situation without evaluating the circumstances or observing their surroundings.

SPECIES ABILITIES

- ▷ **BONUS EDGE: HIGH PAIN THRESHOLD:** Klingons train themselves to ignore pain. All Klingons automatically gain the High Pain Threshold edge
- ▷ **BONUS SKILL: KLINGON TRADITIONAL WEAPONS:** Every Klingon, as part of his or her warrior training, learns to use their cultural weapons, such as the *bat'lath*, *d'k tahg*, and *mek'lath*. All Klingons possess the armed combat skill Klingon Traditional Weapons skill at level 1, and may treat this skill as a professional skill for the purposes of character advancement.
- ▷ **BAK'LUL:** *Qo'noS* is a harsh environment, unforgiving to the weak. Klingons possess duplicates of many of their vital organs to help them survive. Called *brak'lul*, this redundancy, which includes an eight-chambered heart and two livers, makes it harder to kill a Klingon.

Klingons gain a +2 bonus to Stamina reaction tests, as well as halving the duration of a weapon's stun effect (round down to a minimum of one).

- ▷ **FEROCITY:** Klingons have a short temper and spoil for a fight, especially if their honor is called into question. When pushed beyond their breaking point, a Klingon launches into a battle fervor.

When a Klingon's Ferocity is triggered, he enters a trance state of unchecked aggression. He becomes a killing machine, and gains a +2 bonus to Armed Combat and Unarmed Combat skill tests. He can withstand great amounts of pain, gaining +1 Health. The player decides when his character flies into this fury, up to a maximum of once per day. The effects of Ferocity last a number of rounds equal to the character's Vitality.

Once triggered, it is almost impossible to stop a frenzied Klingon before the duration expires. The character must spend 1 Courage to stop fighting, otherwise he attacks anyone in his way—including friends and allies. The effects of this ability are cumulative with the Bloodlust flaw (requiring 2 Courage to stop fighting).

- ▷ **HONOR:** Klingons put high value on their reputation as honorable warriors. An honorable Klingon can

count on the support of other Klingons in times of need, while dishonorable Klingons are frequently the targets of attack or even ostracized. A Klingon with high Honor (measured by Renown) can persuade others to join him in a quest, ally with him politically, or join him under his banner.

A Klingon gains enhanced benefit from his Renown, improving his chances to persuade another Klingon to assist him or intimidating a fellow Klingon into submission (both because of his status). A Klingon's Honor modifies his social interactions with other Klingons. When making Influence, Intimidate, Negotiate, and Persuade tests involving other Klingons, the character adds his Renown modifier automatically to the skill test (no Renown test required).

ENCOUNTERS

Klingons range throughout the Beta and Alpha quadrants as early as the 22nd century. While their technology in that era is impressive, their advancements remain slow, and the Federation comes to equal and later surpass Klingon sciences in later centuries. Regardless, the Klingon drive for expansion, conquest, and honorable battle means that Klingon vessels often range far abroad from the Empire, hoping to bring back exotic trophies and tales of glory.

Klingon Soldier

The typical Klingon soldier can be found throughout the Alpha and Beta Quadrants. He might be a crewman of a *Raptor*-class scout ship raiding for goods and glory, a loyal soldier of the empire subjugating Earthers on Sherman's Planet, or fighting alongside his mates against *Jem'Hadar* warriors. This character is young and brash, and is an example of a typical guard or skirmisher.

ADVANCEMENTS: 6

ATTRIBUTES: Agl 10*, Int 7, Per 4, Prs 7, Str 14*, Vit 10

REACTIONS: Quik +2*, Savv +0, Stam +3, Will +2

DEFENSE: 8

HEALTH: 13

COURAGE: 3

SPECIES ABILITIES: Bonus Edge: High Pain Threshold, Bonus Skill: Klingon Traditional Weapons, Brak'lul, Ferocity, Honor

SKILLS: **ARMED COMBAT:** Traditional Klingon Weapons (*bat'lath*, *d'k tahg*) +9, Athletics +2, Computer Use +2, First Aid +2, **KNOWLEDGE:** Culture (Klingon) +3,

KNOWLEDGE: History (Klingon) +2, **KNOWLEDGE:** Religion (Way of Kahless) +3, **KNOWLEDGE:** Specific World (*Qo'noS*) +3, **LANGUAGE:** Klingon +3, **Observe (Spot)** +6, **RANGED COMBAT:** Energy Weapons (Disruptor) +7, Repair +2, Survival +2, Tactics (Ground) +2, **UNARMED COMBAT:** Mok'bara +4

EDGES: Alert, Dodge

FLAWS: Dullard

PROFESSIONAL ABILITIES: Evasion, Favored Weapon (bat'lath), Lightning Strike

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Additional Klingon Characters

DIPLOMAT: A warrior with words, a Klingon diplomat approaches negotiations as verbal combat. He might be found negotiating dilithium mining rights on Capella or arguing a case before a Starfleet judge.

MERCHANT: Klingon merchants can be found throughout the galactic hemisphere, operating restaurants, ferrying goods, or generally trying to live with the shame of failing to be a warrior.

MYSTIC: A cleric devoted to Kahless, the Klingon mystic might be a wandering aesthetic looking to test his mettle as Kahless did, or he might search for the legendary Sword of Kahless.

ERAS

ENTERPRISE: During the mid-22nd century, the Klingon aren't much interested in Earth or Humans, perhaps facing some greater challenge. As with every other alien species, the Klingons are aggressive towards Earth, and relations are decidedly tense, leading up to the battle of Donatu V.

TOS: Conflict with the United Federation of Planets is inevitable, as both sides contest disputed territory. The Klingons prepare for war as they face off against the Federation above the planet Organia. With the imposition of the Organia Peace Treaty, they enter a period of cold war until the Praxis moon explodes.

TNG: By this period, the Klingons have entered their alliance with the Federation. The situation within the empire deteriorates, leading to the Klingon Civil War.

DS9: The Klingons, like the other major powers in the Galactic hemisphere, are interested in the Bajoran wormhole and maintain a presence in the area. When the Dominion attacks, the Klingons join the Federation in defending the Alpha Quadrant. Fearing that the Cardassian government has been taken over by the Dominion, the Klingons invade. The Federation protests, and the Klingons subsequently abandon their alliance with the Federation. Open hostilities between the two sides occur, until they reconcile their differences and go on to defeat the Dominion.

VOY: Klingons roam great distances in their search for glory, and on several occasions Klingon vessels have shown up in decidedly unusual circumstances, outside of the normal spacelanes (or, in one notable encounter with the *Enterprise-D*, in stasis from the past). As warriors, a Klingon crew thrust far from home would have trouble adapting their ship for a long journey, but would not hesitate to bring honorable battle in an effort to garner supplies and to test the mettle of potential allies. *Voyager* even helped to resettle lost Klingons in the Delta Quadrant.



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KTARIANS

PERSONALITY

Ktarians have a knack for ingratiating themselves with other races. In males this takes the form of hokey chumminess, while females show a distinct talent for seducing the males of almost any humanoid species (it is rumored that the Ktarian agent Etana Jol infiltrated the *Enterprise-D* by attaching herself to executive officer Commander William Riker). At the same time, Ktarians can be capricious, easily distracted and quick to change their minds.

PHYSIOLOGY AND APPEARANCE

Ktarians are humanoids characterized by their prominent frontal lobes and their distinctive eyes, which taper away from the nose and give them a feline, exotic look.

HOMEWORLD

Ktarians hail from Ktaria VII, a large planet known throughout Alpha Quadrant as a popular resort destination. The glaciers in the northern hemisphere offer some of the best year-round skiing conditions to be found anywhere in the known galaxy. The equatorial band boasts several artificial tourist attractions of great renown, including the Singing Waterfall of Dtoki and the Btenken Cloud Lights. Property development in parts of the southern hemisphere is restricted to protect some spectacular architectural ruins from ancient Ktarian civilizations, but enough is permitted to exploit their value as interstellar vacation destinations.

HISTORY AND CULTURE

The Federation made first contact with the Ktarians in 2350. At first, the Ktarian world government resisted the idea of joining the UFP, preferring to retain its neutrality even as it welcomed economic ties with the Federation. The UFP provided the Ktarians with a vast new market for their native luxury goods and tourist destinations, and over the next 15 years they experienced an economic boom like no other in their history. The dream of endless prosperity excited Ktarians and encouraged them to dream of the future greatness of their race.

When growth slowed in the mid-2360s and their economy slipped into recession, many Ktarians became restless, and social unrest began to worry the Ktarian government. The executive branch, headed by Chancellor Serus Getarra, decided to use expansionism as an outlet for that restlessness.

In 2368 the Ktarians launched an audacious bid to conquer the Federation by gaining control of Starfleet. An intelligence operative named Etana Jol spearheaded the effort using an electronic game that tapped directly into the humanoid brain, making it addictive and creating psychotropic effects that rendered the user extremely vulnerable to suggestion. She befriended the crew of the *Enterprise-D* and used the game to gain psychological control over most of them, but then-Lieutenant Data, with the aid of Wesley Crusher, foiled her plot.

Immediately, the UFP lodged a formal protest over the incident, threatening to sever all economic ties with Ktaria VII and declare hostilities against it. Threatened with the sudden loss of their most important trading partner, Ktarians rebelled against their government, and in 2369 a faction more friendly to the UFP came to power. They immediately expressed regret over their predecessors' actions, and petitioned for Federation membership. After protracted debate, the Federation Council admitted Ktaria VII on a probationary basis.

Society

Ktarians are highly individualistic. They pay little attention to ties of blood outside of their immediate families. They tend to place the most stock in friendship ties, particularly those developed through professional activities. The fact that such relationships can prove unstable seems to bother them not a bit.

Ktarians recognize accumulation of wealth and material goods (particularly luxury goods) as the ultimate standard of a good life. Friends, neighbors and casual acquaintances alike see themselves as engaged in constant competition with each other to see who can acquire (and display) totems of material wealth. This constant pursuit of wealth has produced a society with enormous gaps between the rich and the poor, with consequent social turmoil never far from the surface.

But however one judges them for their flighty temperaments and love of material goods, one should also

point out that Ktarians treat their dead with somber piety. A Ktarian who has passed away is buried in an underground tomb large enough to contain thousands of small stones, placed there by those who knew the deceased. Each stone represents a specific traditional prayer for the dead, and they consider removing even one stone from the tomb to be an act of terrible desecration.

LANGUAGE AND NAMES

Ktarians speak Ktara, a language known for its preponderance of rolling 'r' sounds. They favor names that are short, yet feature flowing vowel sounds, like Etana Jol or Serus Getarra.

FAVORED PROFESSIONS

Merchant. Ktarians are naturally acquisitive, and they relish the challenge and rewards of commercial activity. They regard trade as an evolutionary continuation of hunting—one finds, one does what one must to acquire the object of desire, and one enjoys the reward of that effort.

SPECIES ADJUSTMENTS: -1 Intellect, +1 Perception. Ktarians have restless minds and rather short attention spans, as a result of which academic pursuits don't interest them much. On the other hand, they process information about their immediate environment very efficiently.

SPECIES ABILITIES

- ▷ **BONUS EDGE: ALERT:** Ktarians have exceptionally quick reflexes, and they react swiftly in threatening situations.
- ▷ **BONUS EDGE: BOLD:** Ktarians are temperamentally inclined toward decisive action—some would call them impulsive—and they admire decisiveness in others.
- ▷ **CHARMING:** Ktarian males gain a +2 bonus to Influence (Fraternize) checks. Ktarian females gain a +2 bonus to Influence (Charm or Seduce) checks.

Ktarian Merchant

The archetypal Ktarian travels from system to system hawking pleasure experiences, be they holodeck novels, games, narcotics or illicit substances.

ADVANCEMENTS: 1

ATTRIBUTES: Agl 10, Int 7*, Prs 9*, Per 9, Str 7, Vit 7

REACTIONS: Quik +2, Savv +1*, Stam 0, Will 0

DEFENSE: 9

HEALTH: 7

COURAGE: 5

SPECIES ABILITIES: **BONUS EDGE: Alert, BONUS EDGE: Bold, Charming**

SKILLS: Appraise (Jewelry) +2, Computer Use +1, **ENTERPRISE:** Business +3, Influence +2, Influence (Charm) +4, Influence (Fraternize or Seduce) +3, **KNOWLEDGE:** Culture (Ktarian) +2, **KNOWLEDGE:** Specific World (Ktaria VII) +2, **LANGUAGE:** Federation Standard +1, **LANGUAGE:** Ktarian +3, Negotiate +4, System Operation +1
EDGES: Alert, Bold, Shrewd, Skill Focus (Persuasion)
FLAWS: Easily Distracted
PROFESSIONAL ABILITIES: Horse-Trading

LIGONIANS

PERSONALITY

Ligonians present a polite and gracious demeanor in public, and they seem agreeable and eager to please. Privately, they regard outsiders with deep suspicion and even consider them culturally inferior. They are also capable of shrewd and devious intrigues against each other, despite their culture's emphasis on social honor.

PHYSIOLOGY AND APPEARANCE

Ligonians are broad-shouldered, dark-skinned humanoids. They are known for their headdresses and garments that wrap tightly around the body, both of which are made from brightly-dyed cloth. There is very little difference between male and female clothing. (Wealthier Ligonians favor a soft, lustrous fabric similar to Terran silk.) Physiologically, Ligonians are near enough to Human norms that antigens and vaccines produced on their world are also useful to Humans and other Human-like species.

HOMEWORLD

Ligonians come from Ligon II, a class-M planet in Alpha Quadrant. It is one of the few places in Federation space where microbes may be found that produce the vaccine for Achilles fever (such microbes never seem to survive transplantation to off-planet laboratories).

HISTORY AND CULTURE

Early in their history, local and regional Ligonian chieftains fought intense and bloody wars against each other, and it is during this period, known as the Time of the Warring Lords, that the Ligonian social codes of honor formed. On the other hand, the Time of the Warring Lords also produced a strong reaction against rampant warfare, and since then political leaders on

Ligon II have largely refrained from open conflict with each other.

The Ligonians made first contact with the Federation in 2318 when the *Enterprise* stumbled upon Ligon II during a patrol mission. They nearly ran afoul of the Federation in 2364 after an outbreak of the rare and deadly Achilles fever on Styris IV. Ligon II was one of the few places that produced vaccines against the disease, and so Starfleet dispatched the *Enterprise*-D to negotiate for a supply. They were met by a delegation led by Lutan, who had become a minor lord by virtue of his marriage to Yareena, a prominent landowner. Unfortunately, Lutan used the opportunity to kidnap *Enterprise*-D security chief Lieutenant Tasha Yar and claim her as his new First One (primary spouse). Under the rules of Ligonian society, this forced a ritual combat to the death between Lieutenant Yar and Yareena; Lutan hoped that Lieutenant Yar would prevail, allowing him to inherit Yareena's property. Lieutenant Yar, however, foiled the plot—although Yar killed Yareena, the medical technology of the *Enterprise* was able to restore Yareena; honor was satisfied with no loss of life.

The Federation Council chose to overlook the incident and maintain cordial relations with Ligon II. The Ligonians, conversely, remained aloof from the Federation, fearing that too much foreign influence would destabilize their society. They have never formally applied for Federation membership, despite many unofficial discussions with UFP diplomats on the subject.

Society

The first Federation sociologists to study Ligonian society described it as matriarchal because only females have the right to own property, while males are relegated to stewardship of their possessions. In truth, the whole picture is more complex than that. Females who own property place great trust in their husbands, seeing as how the husbands function as operational managers of all assets. They are, in effect, business partners, although the wife is always the titular boss. And while Ligonians permit polygamy, just as many males as females take multiple spouses, so the institution hardly functions as a way for one sex to control the other.

Both males and females wield political power. Ligon II has no world government, and authority is divided between regional and local lords whose right to rule is determined by wealth, extent of landholdings and the military power at their beck. And while the largest landowners are all female, they may by choice divest their authority on their primary husband, or First One.

Above all, Ligonian society places considerable emphasis on ritual and the notion of honor. Honor, in this context, refers to how one stands in the estimation of others, judged by generally accepted codes of con-

GLAVIN

SPECIFICATIONS: 40 cm long, 15 cm diameter; 5 kg
DESCRIPTION: All Ligonians who undergo military training acquire proficiency in the use of the glavin, a mailed glove with a billhook on the end and covered with poisoned spikes. The glavin is used in Ligonian ritual combat, but it is also a secondary weapon favored by Ligonian soldiers.

PARRY MODIFIER: +1

DAMAGE: 1d6+1

RULES: When attempting to use the poisoned spikes against a foe, the user receives a -2 modifier to his attack. If he succeeds, the target must make a Stamina test with the TN depending on the poison used (in Ligonian ritual combat, a TN 15 lethal poison is most commonly used).

ENCOUNTERS

The 22nd century sees the tail end of the Ligonians' planetary wars. While tribal chiefs still raid one another and warfare still devastates their economy, ritualized formal combat becomes the general order of the day. Intermarriage in extended families also helps to mitigate some tensions.

Eventually, these factors stabilize their planetary society in an elaborately social but non-militant hierarchy. The Ligonians are too inwardly focused to have much impact on the galaxy. Rarely do any even leave their homeworld, although the occasional Ligonian soldier makes a formidable hire-on for mercenary or cargo ships.

Ligonian Soldier

ADVANCEMENTS: 3

ATTRIBUTES: Agl 9*, Int 7, Prs 8, Per 7, Str 9*, Vit 10

REACTIONS: Quik +1*, Savv +1, Stam +2, Will +2

DEFENSE: 8

HEALTH: 11

COURAGE: 4

SPECIES ABILITIES: BONUS EDGE: Ambidextrous, BONUS EDGE: Competitive

SKILLS: Athletics +5, **ARMED COMBAT:** Simple Weapons +5, First Aid +1, Observe (Spot) +3, Ranged Combat +2, **RANGED COMBAT:** Archaic Weapons +5, Repair +1, Survival +3, Tactics (Ground) +1, **UNARMED COMBAT:** Brawling +4

EDGES: Fit, Weapon Mastery (Glavin)

FLAWS: Arrogant

PROFESSIONAL ABILITIES: Battle-Hardened, Favored Weapon (Glavin)

duct. Deceit, disloyalty, failure, personal rejection and criminal behavior are all considered shameful and result in loss of face.

LANGUAGE AND NAMES

Ligonians speak Ligonian, which has a standardized written form but ten regional dialects, some of which differ from each other so much that they are, for all practical purposes, different spoken languages. Ligonian males favor choppy-sounding names ending in consonant sounds, like Lutan and Hagon. Females favor names with vowel-sound endings, like Yareena and Teshiu.

FAVORED PROFESSIONS

Soldier. The Ligonians derive their code of honor from ancient traditions of military service, which held failure and disloyalty as the greatest failings. Ligon II is not a member of the UFP and Starfleet has made no arrangements to accept Ligonians in service, but adventurous Ligonian mercenaries can be found wandering Alpha Quadrant in search of employment.

SPECIES ADJUSTMENTS: +1 Strength, -1 Intellect. Ligonian society places a strong emphasis on the martial virtues and loyalty to one's social betters, but not as much on academic activity of the sort that leads to technological innovation.

SPECIES ABILITIES

▷ **BONUS EDGE: AMBIDEXTROUS:** All Ligonians are naturally ambidextrous, and they have no concept of favoring one hand over the other.

▷ **BONUS EDGE: COMPETITIVE:** Ligonian culture attaches great shame to failure, which spurs individual Ligonians to do their utmost to succeed.





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LURIANS

PERSONALITY

Lurians have a reputation as talkative and excitable, capable of a wide range of emotions and unafraid to express them. Their appetite for drink (among other things) only makes them more voluble. But don't confuse their expressiveness with sociability, for you are just as likely to find them drinking alone in a bar as with a party of friends. In such a case, you should take care in approaching them, as a Lurian drinking alone is just as likely to be in a foul mood as in a fair one.

PHYSIOLOGY AND APPEARANCE

Lurians are large, thickly set humanoids. They have necks as wide as their heads and tough, heavily creased brownish-gray skin all over their bodies. The most notable characteristic of their physiology, however, is the fact that they have duplicates of some vital internal organs. Lurians have two hearts, two stomachs and four lungs. Lurians are also prolific breeders. It is by no means unusual for a Lurian family to produce as many as 20 offspring.

HOMEWORLD

Lurians come from Hainault VI in Alpha Quadrant, a planet dominated by rocky, barren terrain and sub-arctic climate. Fertile land suitable for intensive agriculture and sustaining high population density exists only in a narrow band around the equator. Evolving in such a difficult environment made the Lurians a hardy and adaptable species.

HISTORY AND CULTURE

Hainault VI has never been able to support a dense population of advanced life, and as the Lurians evolved technologically, their numbers began to increase beyond their home planet's capacity to feed them. In the early 23rd century they began to make contact with starfaring races (such as the Ferengi) that agreed to take them off-planet in exchange for a term of service, usually in menial jobs.

The Federation actually made first contact with Lurians before it discovered the Hainault system. In 2366 the *Venture* visited the Ferengi trading post on Gamma Istris III while on patrol, and its Away Team noticed several Lurians working as stockboys. From them, the *Venture* crew learned of the Lurian Diaspora and the location of their homeworld. By all accounts, the *Venture* Away Team took a liking to the Lurians. Before they left Executive Officer Commander Thomas Anders threatened the Ferengi running the trading post that he would hang them by their ankles from the ceiling unless they promised to give the stockboys a decent wage and better working conditions.

Shortly thereafter, the Federation sent a science vessel and a diplomatic mission to Hainault VI. Even so, the Lurians have made no decision on applying for UFP membership. Those who remain on the home planet remain painfully aware that their emigres rely on a variety of masters for their livelihoods.

Society

Big cities exist on Hainault VI only in the fertile equatorial strip. Elsewhere, a few domed settlements that subsist on hydroponic agriculture flourish, but otherwise Lurians still live in hunter-gatherer tribes. Wherever they come from (or even if they've spent most of their lives in the Diaspora), though, Lurians love food, drink and a good time, and they center their lives around feeding their substantial appetites. According to their custom, they eat four large meals a day—upon rising, at midday, in the evening and just before sleep—and drink and snack frequently in between. They take mealtimes seriously and treat those who produce and prepare food and drink with respect. Lurian funeral rites also require mourners to bring food and drink so that the deceased may sustain himself in the afterlife.

LANGUAGE AND NAMES

Lurians speak Lurian. They favor short, monosyllabic names such as Morn, Det, and Goud. They have no surnames.

FAVORED PROFESSIONS

Rogue. Lurians generally mean well, but their love of food, drink and recreation sometimes renders them unfit for respectable work. Away from their home-

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world, they wander toward the margins of society, taking employment where they can find it and living by their wits—or getting into trouble because of their lack of wits.

SPECIES ADJUSTMENTS: +1 Vitality, -1 Agility. Their bulk makes Lurians clumsier than other races, but they are also hardier than most.

SPECIES ABILITIES

▷ **BONUS EDGE: LIKEABLE:** Despite their unpredictability, there's something about these big lugs that makes them agreeable to other races. It's strangely difficult to dislike a Lurian.

▷ **GAMING EXPERTISE:** Lurians love games of chance, and if nothing else they are experienced gamblers. They can master the fundamentals of unfamiliar games quickly. Lurians receive a +2 bonus to all Gaming skill tests, no matter what the game.

Lurians are not, however, very good at cheating. If a Lurian decides to cheat at gambling, his opponent gets to re-roll his opposed Savvy reaction test and use the more favorable of the two results.

▷ **SPARE PARTS:** The fact that their anatomy duplicates certain vital organs makes Lurians relatively hard to kill. Lurians receive a +1 Stamina reaction bonus.

ENCOUNTERS

Thanks to the Diaspora, Lurians are a fairly common sight in the well-traveled reaches of space, especially in the Beta quadrant and near Ferengi territory. They take jobs where available, and move on if better opportunities arise—although Lurians tend to settle down permanently near favored watering holes. As such, explorers usually run into Lurians not in space exploration or planetary surveys, but around the bars and seedy dives of inhabited space.

Lurian Rogue

A typical Lurian Rogue is not a hardened criminal. He has knocked about Alpha quadrant for a while as a laborer or a cheap freighter pilot—not a terribly distinguished life, and one that's placed him in some questionable company. He's picked up some unfortunate habits and had some misadventures from hanging around with the wrong crowd in bars and spaceports, but he's really not a bad fellow.

ADVANCEMENTS: 1

ATTRIBUTES: Agl 7*, Int 6, Prs 9, Per 6*, Str 10, Vit 12

REACTIONS: Quik 0*, Savv +1, Stam +3, Will +3

DEFENSE: 7

HEALTH: 13

COURAGE: 2

SPECIES ABILITIES: BONUS EDGE: Likeable, Gaming Expertise, Spare Parts

SKILLS: Conceal (Cache) +3, **ENGINEERING:** Systems +1, Forgery +2, Gaming +2, Impersonate +4, Inquire (Fraternize) +4, Observe (Listen) +2, **RANGED**

COMBAT: Energy Weapons +2, Stealth +2, System Operations +1

EDGES: Cultural Flexibility, Contacts, Likeable

FLAWS: Gullible

PROFESSIONAL ABILITIES: Scoundrel's Fortune



PERSONALITY

Malons are gruff and blunt. They don't like others interfering with their affairs, and they will defend their selfish interests ruthlessly. Nor do they care much for trying to understand an issue from someone else's point of view. Malons in leadership positions are prickly and interpret even well meaning suggestions from subordinates as challenges.

PHYSIOLOGY AND APPEARANCE

Malons are humanoids characterized by their green-yellow skin and small but noticeable bony ridges running down the middle of their foreheads. Young Malons have thick, unruly hair that grows down from the top of the skull and recedes with age. They are slightly shorter than humans and rarely reach two meters in height.

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HOMeworld

Malons come from Malonis, the third planet in the Neled system in Delta Quadrant. Once lush and beautiful, Malonis now has no unspoiled land to speak of. The Malons have settled every corner of the planet and exploited it so carelessly that most cities are domed to keep out atmospheric pollution and more than half of their agriculture is hydroponic because so much arable land has been ruined by overdevelopment and industrial waste.

The Malons have also settled the other planets in the Neled system, exploiting them for mineral wealth, fuel for their antimatter power generation systems, or simply for living space.

HISTORY AND CULTURE

Throughout their history, Malons have always been enamored of the most advanced technologies in their possession, as well as epic engineering projects that would exploit them. Early in the 24th century, they developed the antimatter power generation technology that enabled them to invent their own warp drive, as well as supply cheap and endless power for their day-to-day needs. They immediately set about exploiting as much of their neighborhood in the Delta Quadrant for industrial purposes as they could. By 2330 they had colonized all of the Neled system and had begun to explore space beyond it.

The Malons made first contact with the Federation in 2374 when *Voyager*, during its odyssey through Delta Quadrant, came upon their ships dumping highly toxic antimatter waste into a vortex in an area known as the Void. The Malons engaging in the waste disposal refused to stop after Captain Kathryn Janeway of *Voyager* presented them with evidence that they were poisoning an intelligent life form living in the Void. Captain Janeway then ordered her ship to destroy the vortex's entrance with its weapons, effectively shutting down the Malons' dumping ground.

Because of the remoteness of their homeworld and the testiness of that encounter, the Federation did not follow up with any diplomatic overtures to the Malons. For their part, the Malons carry with them the impression that the UFP is a bunch of busybodies who enjoy nothing more than sticking their noses into the affairs of others.

Society

Malon political institutions are weak, and their society is instead dominated by large, corporate enterprises, almost all of them devoted to inventing or exploiting advanced technology. These corporate entities develop the land on which Malon cities are built, supply all the necessities of life (including energy from their unique antimatter generation technology) at a profit, and build and run all of the Malons' outposts outside their home-

world. Just about every Malon works for one of them at some point in his adult life, and they become the primary focus of individual loyalty, supplanting all social relationships and even blood ties.

This is not to say, however, than Malons always bend to higher authority. Shortly after its first encounter with Malon waste-dumpers, *Voyager* came upon a disabled Malon freighter that had been sabotaged by a crew member protesting the deadly working conditions in the ship's power generation system.

LANGUAGE AND NAMES

Malons speak Malonian. They favor short, choppy-sounding names ending in hard consonant sounds, like Pelk, Fesek or Emck.

FAVORED PROFESSIONS

Scientist. Malon society is geared toward exploiting technology, and every Malon who works for one of the large enterprises that effectively controls their collective life functions in some way as a scientist or engineer. Malons encountered away from Malonis are most likely to be explorers, colonists or freighter crews, but they are all trained technologists working for one of the corporate entities based on their homeworld.

SPECIES ADJUSTMENTS: +2 Intellect, -2 Perception. Malons are skilled technologists, but remarkably dense when it comes to understanding the consequences of their actions. They use technology as they do because they can, not because they have thought through what will happen as a result.

SPECIES ABILITIES

▷ **BONUS EDGE: CURIOUS:** Malons are eager to stretch the limits of their knowledge and ingenuity, but only as long as they do the work themselves. They don't appreciate suggestions from others, no matter how sensible. If you tell a Malon to look at something that might be useful to him, he might well rebuff you, but then look at the thing when your back is turned.

▷ **BONUS EDGE: EXCELLENT METABOLISM:** One of the reasons that the Malons pay so little heed to the environmental consequences of their actions is that they themselves are unusually resistant to toxins. For instance, the waste created by their antimatter power generation technology is intensely poisonous, but it affects them less than it does most other forms of life.

▷ **RADIATION ENDURANCE:** Malons gain a +4 species bonus to all tests to resist the deleterious effects of radiation (assuming that a test is allowed—see the *Star Trek RPG Narrator's Guide*, page 226).

ENCOUNTERS

As a Delta quadrant race, the Malons have little contact with many species known to the Federation, Romulans, Klingons and similar powers. Their technology, while impressive, has many side-effects and they lack the sophistication to puzzle out transwarp or QSD technology that doesn't kill the user. For this reason, Malons will be found throughout the Delta quadrant, but rarely beyond. In the Delta quadrant, they are a reasonably potent political entity, simply because their technological sophistication surpasses that of other local species such as the Kazon.

Malon Scientist

ADVANCEMENTS: 1

ATTRIBUTES: Agl 8, Int 9*, Prs 8, Per 7*, Str 8, Vit 10

REACTIONS: Quik +1, Savv +1, Stam +2, Will +2*

DEFENSE: 8

HEALTH: 11

COURAGE: 3

SPECIES ABILITIES: **BONUS EDGE:** Curious, **BONUS EDGE:** Excellent Metabolism, Radiation Endurance

SKILLS: Computer Use +5, Construct (Machinery) +4, **ENGINEERING:** Systems +3, First Aid +4, Repair (Computer) +2, **SCIENCE:** Physical +6, Systems Operation (Sensors) +6

EDGES: Curious, Eidetic Memory, Excellent Metabolism, Suit Trained

FLAWS: Proud

PROFESSIONAL ABILITIES: Technophile

protective viewers; thus polarized they resemble congeries of flaring greenish lights and glowing spheres, iridescently flashing in a hidden rhythm. Medusans use "limbs" of magnetic force to manipulate the physical world where necessary, but within the Federation (and other corporeal civilizations), they usually travel inside small containment vessels that provide life-support—and protect other beings from madness.

HOMeworld

Medusa III is a Class-Y world, with a toxic atmosphere under extreme pressure. The Medusans' native environment is a superheated magnetic field of about 500 degrees Centigrade. Medusa III lies within Federation space, but the Medusans are not Federation members.

HISTORY AND CULTURE

Medusans possess an ancient civilization that perfected warp drives and force fields centuries ago. Their engineering centers on warping space and energy; Medusan starships contain almost no solid matter! Medusan explorers have traveled to many other worlds in these ships, but do not claim an "empire" of any kind—empaths without material possessions find acquisitions a pointless pursuit. Medusans reproduce by fission, with each "child" retaining the full memories of the "parent;" hence, Medusans are practically immortal, with memories stretching back millions of years.

LANGUAGE AND NAMES

Medusans are telepathic and do not possess a language as such.

Medusan names consist of identity-thoughts; Medusan telepaths do not attempt to (or need to) conceal their identities from each other, and the Medusan intellect can easily remember the specifics of all fellow Medusans. Among Humans, or other species, they usually select "neutral-sounding" names.

MEDUSAN NAMES: Bennec, Garren, Kollos, Omtul, Setor, Wihal.

SPECIES ADJUSTMENTS: +4 Intellect, +2 Perception, -2 Strength, -2 Presence. Medusans have very advanced intellects, billions of years more evolved than those of Humans and Vulcans. Their connection to subspace sharpens even their conventional senses (although those senses do not operate precisely like Human ones). However, as energy beings their physical strength is less than material species average, and telepathic beings in boxes develop very limited social skills. (The Presence modifier is for a Medusan in a containment vessel; the effect of the appearance of an uncontained Medusan is covered in the species ability *Inconceivable*, below.)

MEDUSANS

PERSONALITY

Medusans can seem aloof and uninterested to other beings, even in telepathic communication—they refer to species such as Humans and Vulcans as "young races," often in patronizing fashion. However, Medusans who have gone to the trouble to travel among material beings are usually curious, and make an effort to be friendly to their hosts.

PHYSIOLOGY AND APPEARANCE

Composed of superheated plasma and magnetic fields, Medusans exist partially within subspace, making them literally indescribable to conventional beings. Their non-Euclidean appearance, in fact, drives humanoid (and other material) viewers insane, although terms like "beauty" and "ugliness" do not actually apply. Telepaths can view Medusans through

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SPECIES ABILITIES

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- ▷ **AMORPHOUS:** As the creature ability on page 213 of the *Star Trek RPG Narrator's Guide*. Medusans lack corporeal bodies, so it's a simple matter for them to slip easily through unusual or constrained spaces.
- ▷ **BONUS EDGE: PSIONIC:** Medusans automatically possess the Psionic edge.
- ▷ **ENERGY BODY:** The plasma body of the Medusans gives them the creature ability on page 215 of the *Star Trek RPG Narrator's Guide*.
- ▷ **EXTRAORDINARY SENSE (SUBSPACE):** Existing partially in subspace, Medusans can perceive its folds and ripples directly without using Human instruments. This has the effect of removing all negative modifiers (or TN increases) to Astrogation (Space Science) tests by Medusans due to chaotic space, nebulae, or other environmental interference or masking.
- ▷ **FIRE, PHYSICAL DAMAGE, RADIATION INVULNERABLE:** As the creature ability on page 217 of the *Star Trek RPG Narrator's Guide*. Medusans are completely invulnerable to heat less than 600 degrees Centigrade, and to any radiation below Potency +10 TN. Medusans' magnetic-plasma form can be disrupted by phaser fire, however.
- ▷ **FLYING:** Medusans in their natural state hover in the atmosphere by manipulating their magnetic fields; outside containment boxes, they can "fly" at the normal movement rate for their size.
- ▷ **INCONCEIVABLE:** Material species such as Humans, Klingons, or Vulcans go mad when perceiving the hideous geometries of the Medusan form. Seeing a Medusan outside its containment box forces the viewer to make a Willpower reaction test against a TN of 35 each round until the Medusan is concealed or destroyed; on a failure, the viewer goes insane, losing 1d6 points of Intellect each turn until reaching 0 and total, permanent madness. (At the Narrator's discretion, Medicine (Psychology) tests at similar TNs can arrest or even reverse this decline.) Looking into an open containment box lowers the TN to 30, and a telepath using a protective visor remains immune to the effect.
- ▷ **MEDUSAN EMPATHY:** Medusans have a sense of beauty and an empathy with all species unsurpassed by any other known species. Medusans gain Empathy 4 at no cost and can treat that skill as a professional skill for the purposes of skill selection and advancement.

INCORPOREAL INTERFACES

When Medusans visit with Federation or other spacefaring vessels, their boxes typically contain a suite of instruments that help the energy aliens to interface with material devices. A Medusan navigator can make specific magnetic or electrical fields that are, in turn, translated by its computerized box. These commands then issue directly to a ship's computer terminal and are interpreted just like regular commands.

Without access to its box, a Medusan can use electrical and magnetic fields to alter a computer directly, but this is difficult. You must first make a Computer Use (TN 15) roll in order to find the right frequencies—on a dramatic failure, the computer terminal may blow out, or feedback may injure the Medusan. Once successful, you can issue commands to the computer as normal, but with a +5 TN to all difficulties due to the trouble of trying to interact directly with solid material.

Medusans rarely learn to use personal devices like phasers. When building a Medusan character, ignore skills like Energy Weapon and Armed Combat. Apply these points instead to any other professional skills.

Because of their plasma bodies, Medusans pressed into combat can use plasma and electrical discharges to inflict injury. No special rules apply except that the attacks are electroplasma damage instead of kinetic damage. The Medusan's "strength" in this case indicates the power of its electroplasma field and, thus, the amount of damage it can inflict with a strike.

ENCOUNTERS

Starfleet personnel are likely to meet Medusan scientists, possibly on other missions of technological exchange. (Interstellar pirates might try to steal a Medusan in its containment box, either for ransom or to sell to a more technologically-backward culture.) Although Medusans are highly advanced, even the Q have troublemaking or downright antisocial members—an insane or malevolent Medusan would make a dangerous, and terrifying, opponent. Explorers might also discover far-flung Medusan colonies, which might have diverged just as some Human or Vulcan outliers have, into aggressive or xenophobic behavior.

Medusan Starship Officer (Flight Control)

The Medusan navigator, while not a Federation member, is still a valuable officer; intuitive sense of subspace allows the navigator to safely guide any physical ship far more effectively than the crude senses of material beings. A Medusan officer serves out of curiosity or a sense of adventure, since material wealth is meaningless to it.

ADVANCEMENTS: 0**ATTRIBUTES:** Agl 9*, Int 14*, Per 12, Prs 4, Str 4, Vit 6**REACTIONS:** Quik +3*, Savv +3, Sta +0, Will +4**DEFENSE:** 8**HEALTH:** 6**COURAGE:** 3**SPECIES ABILITIES:** Amorphous, **BONUS EDGE:**Psionic, Energy Body, **EXTRAORDINARY SENSE:** Subspace; Fire, Physical Damage, Radiation Invulnerable; Flying, Inconceivable, Medusan Empathy**SKILLS:** Administration +2, Computer Use +2, Empathy +4, **ENGINEERING:** Systems (Flight Control) +3, Gaming +2, **LANGUAGE:** Medusan +6, **LANGUAGE:** Federation Standard +6, Life Science +2, **KNOWLEDGE:** Culture (Medusan) +6, **KNOWLEDGE:** History (Medusan) +6, **KNOWLEDGE:** Law +2, **KNOWLEDGE:** Politics +1, **KNOWLEDGE:** Specific World +2, Repair +2, Space Science (Astrogation) +6, System Operation (Flight Control) +6, **UNARMED COMBAT:** Energy Discharge +2**EDGES:** Confident, Curious**FLAWS:** Easily Distracted**PROFESSIONAL ABILITIES:** Astrogation, Starship Duty

NAUSICAANS

PERSONALITY

The Nausicaans earned their reputations as vicious, brutal thugs. Short-tempered, irritable, and generally unpleasant, Nausicaans typically find themselves in the midst of fights, altercations, and arguments. The Nausicaan tendency toward violence is so pronounced that it's a galactic stereotype, and just the mention of Nausicaans often brings knowing winces.

Even among their own kind, Nausicaans show little in the way of family or friendship ties. They do sometimes build bonds of loyalty to strong leaders or battlefield brothers. Their sense of kinship is weak at best, and nonexistent where other races are concerned. Nausicaans have no concept of "cute" or "pitiable"—anything that looks weak or harmless exists to be used or eaten.

A conversation between two friendly Nausicaans often begins with loud, over-enthusiastic greetings and quickly turns into a game of one-upsmanship. They brag about recent deeds, their family's success, their own strength, romantic conquests and the like, growing louder and louder the entire time. By the time they end these conversations, most leave determined to add even more exploits to their list of real and imaginary achievements, by whatever means necessary.

PHYSIOLOGY AND APPEARANCE

Nausicaans loom over most Federation races, a hulking, ominous presence wherever they go. Averaging well over two meters tall, they enjoy using their size to scare people out of their way and for intimidating others into doing what they want done. Their wild manes of hair add to this effect, as do their bony faces and sharp fangs. These prominent teeth have little effect in combat, but their very appearance helps the Nausicaans bully people around.

Nausicaan flesh ranges in tone from pumpkin-like orange to dark brown. Most have dark-colored hair. Some Nausicaan ethnicities also exhibit a set of bony mandible-like structures around the mouth.

HOMeworld

Nausicaa. The Nausicaans did not come to dominate this wild, wind-swept world until late in their development. Its giant predators and vicious insects preyed on them for millennia, dining on the Nausicaans as often as the converse. Nausicaans developed innumerable weapons and techniques to deal with these threats, and often only the most vicious behavior kept them alive. The Nausicaans finally gained the upper hand during their industrial age, and the slaughter began.

The Nausicaans hunted many of the planet's largest beasts into extinction, poured massive quantities of poisons over the planet to battle the insects, and destroyed the habitats of every dangerous creature they could. Now Nausicaans do indeed dominate their homeworld—for what it's worth. Pollution covers its surface, and visitors cannot help but remark on their crowded, dirty and dangerous communities, many of which are domed off with barely-functioning life support systems. Few wild areas remain, and most of these serve as hunting preserves for the very wealthy.

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HISTORY AND CULTURE

The Nausicaans never had much in the way of "culture"—instead, their evolution stressed tremendous strength and vitality, an ability to respond immediately to deadly force, not a lot of long-range thinking. While Nausicaan intelligence enabled them to develop some technology, they never proved very farsighted in its use. As a result, the Nausicaans became sort of poor cousins to the galactic community—just clever enough and tough enough to work as thugs and mercenaries, while they squandered their own world's resources and lacked the ability to compete with more widespread or intelligent species.

Even when moving into space, the Nausicaans had little sense of self-development. Instead of colonizing new worlds or exploiting available resources, they took to simple banditry and thuggery. Nausicaan pirates became a common scourge of the spacial lanes by the 22nd (Earth) century. These deep-space buccaneers proved a real bane to interstellar commerce until Starfleet and other organizations took control of the situation. For many Nausicaans, the age of piracy remains the race's golden age, and tales of ancient derring-do (grossly exaggerated) still stir the Nausicaan soul.

That the Nausicaans would so glorify such a violent era, and hold up as heroes people they knew functioned as much through terror, backstabbing and treachery as anything else, says much about their species. Their height and brute strength means they physically look down on most other races, adding to their cultural conceit. The ability to look down on others means a lot to the average Nausicaan. Given the chance to interact with species that are markedly smaller and weaker than themselves, Nausicaans become very aggressive—a throwback to their evolution, as a means of showing their dominance over environmental competitors. Though tall by most races' standards, Nausicaans felt dwarfed by the massive beasts that once ruled their planet. Intelligence developed as a survival mechanism, and the smartest and strongest bullied the others into taking all the risks for them. The Nausicaan ancestors stayed nomadic for thousands of years, fleeing foes who proved too tough and exploiting the ones who did not. Agriculture and permanent settlements only became common when some Nausicaans managed to dominate others into doing the work for them.

Society

Nausicaans still respect those who show strength, but that does not impress them nearly as much as do those who can use their strength effectively. Throughout history, many of their leaders lacked dominating physical strength but knew how to use theirs and their followers' to best effect. Nausicaans con-

stantly seek any kind of edge they can use on their opponents, even if they already have the foes beaten.

This means cheating is not a cultural taboo but a cultural imperative. Most Nausicaan games and sports have very few rules, allowing players a great deal of leeway in how they act and how they win. Nausicaans take great pleasure in winning by hook or by crook, whether playing against their fellows or against aliens. Anyone who seeks to play a Nausicaan in *damjat* should keep an eye out for magnets and other deceptive stratagems—and physical sports will be very rough.

Of course, Nausicaans also respect such actions in their foes. Cheating them back might start a fight, but Nausicaans bear a great deal more respect for a fellow cheater than someone over whom they can ride roughshod. Even in a fight with someone they respect, Nausicaans still do whatever it takes to win. Cheap shots, hidden weapons, distractions... all of these find a place in every Nausicaan's arsenal. Thanks to the Nausicaan emphasis on strength and victory, the typical Nausicaan will appreciate an opponent who takes such opportunities, and follow the leadership of one who fights or plays well with such tactics. Those Nausicaans who leave their homeworld often do so in the employ of some of the most vicious people in the Alpha and Beta quadrants, and this has boosted their reputation as violent enforcers, happy to break legs for money.

What other races consider the Nausicaans' barbaric manners and violent ways, their own society praises as realistic and pragmatic behavior. Those who most effectively use threats, blandishments, and violence rise to the top. More peaceful or meek ones need to leave or they become stepping stones for the strong. Once a Nausicaan rises to power, he does everything he can to hold onto it. Keeping other Nausicaans beneath him becomes an obsession, as does overthrowing the ones above him.

Social mobility requires all the dirtiest tricks Nausicaans learn growing up, and most find any movement at all impossible. Those at the top do their best to ensure that movement happens slowly, and those underneath know that moving too quickly makes them appear a threat needing elimination. The smartest find new and unique ways to seize power, preferably as far from established power structures as possible. For instance, during the golden age of piracy, many Nausicaans focused on alien races, establishing secret bases on distant asteroids from which to make their raids.

In their search for power and status, Nausicaans spread throughout Federation space and into frontier areas. Some ended up on Deep Space Nine, and an ambitious few might even have made it through the wormhole. Wherever they go, they seem as likely to work for criminal and other unethical enterprises as they

are to engage in legal work. Many employers use them as strong-arms, bouncers, bodyguards and enforcers. In these jobs, their viciousness becomes an asset. Of course, not all Nausicaans follow an illegal path. Even those who stay on the straight and narrow often use their less-reputable traits in order to get ahead.

LANGUAGE AND NAMES

Predictably, Nausicaans speak their own language, *Graakh* (generally called Nausicaan by outsiders). An especially harsh, guttural language, it's often difficult or even painful for Humans to pronounce its words and spit out its many insults. Those who do master the language, however, find themselves with a wealth of invectives and vile slurs to use against their enemies. *Graakh* is a combative language by nature—it has few dialects; Nausicaans are quick to bully others into following their linguistic conventions along with their leadership. This causes no end of frustration for linguists, simply because the language doesn't always develop among "natural" lines.

A Nausicaan's family name precedes his given name, but they run together quickly. Federation Standard has a hard time dealing with these names and separates them with apostrophes. For instance, the family name Gukya and the given name Faska combine into Gukya'Faska. Not all Nausicaans take family names, and some Nausicaans distort their own family names to give them special, individualized meaning. Tracking Nausicaan lineage by distinctive name roots is a futile task.

MALE NAMES: Bika, Gr'rak'taa, Kr'kall'a, Ts'og'tall, Wurlachit

FEMALE NAMES: Des'mir'aa, Drapr, Di'er'dra, Harket, Kr'till'laal, Mir'krek'tin



FAVORED PROFESSIONS

Rogue and Soldier. While Nausicaans like to fight, they prefer to get their way with dirty tricks and nasty deeds. They don't fight if they don't have to... or if they don't want to... or if their opponents are bigger than they are. As Nausicaans move more and more into contact with outside species, they take up contracts with other violent races as muscle, and eventually some Nausicaans develop the discipline and training of soldiers, just by nature of their work.

SPECIES ADJUSTMENTS: +1 Strength, +1 Vitality, -2 Intellect. In comparison to other starfaring races, Nausicaans are huge, tough, and able to soak up and dish out punishment. Their evolution didn't stress much in the way of problem-solving skills, though, and the perennial solution of "if it's a problem, beat it into submission" tends to take precedence over thinking.

SPECIES ABILITIES

► **BONUS EDGE: HIGH PAIN THRESHOLD:** As a consequence of living on an ecologically ravaged world, Nausicaans from an early age learn to withstand a great deal of pain and adverse conditions. All Nausicaan receive the High Pain Threshold edge for free.

► **FORCEFUL PRESENCE:** Nausicaans are so alien and physically intimidating that they cause most species to fear them on sight. The Nausicaan reputation precedes them wherever they may go. Any Nausicaan attempting to intimidate another party gains a special +2 bonus to their test. This ability has no effect when used on other Nausicaans.

This +2 bonus can be granted to a third party making an Intimidation test, so long as he is in the presence of the Nausicaan (and the Nausicaan is obviously loyal to him). Additional Nausicaans increase this bonus by +1 each, up to a maximum of four Nausicaans. Thus, four Nausicaans accompanying an Orion merchant would grant him a total +5 bonus to Intimidation tests. This ability has no effect on other Nausicaans, either. In addition, for purposes of making an Influence (Intimidate) test only, a Nausicaan ignores any negative attribute modifiers for having a low Presence score.

► **WARRIOR CULTURE:** Because so much of Nausicaan culture centers around the display of force and might, Nausicaans often become familiar with a variety of weapons and fighting methods. Choose two skills from either the Armed Combat, Ranged Combat, or Unarmed Combat skill groups; both skills start at skill level 1. These skills need not be in the same skill group. Thus, a Nausicaan could

choose Simple Weapons and Energy Weapons with this ability. In addition the Nausicaan may designate one of these as a professional skill for the purposes of skill acquisition and advancement.

ENCOUNTERS

Nausicaans have a knack for appearing wherever trouble needs making. They spread throughout the Federation like a malignant tumor, making their homes in the seediest, most unsavory communities. Nausicaans often serve as muscle for people just as unsavory as themselves, though if they can bully enough other people into following them, they gladly take leadership positions.

Nausicaan Rogue

The typical rogue made a place for herself in a small Nausicaan smuggling ring or pirate group, but almost inevitably runs afoul of someone tougher. The rogue could be found working extortion or protection rackets, temporarily filling in bouncer duty, or just jumping from tramp vessel to nearly-derelict freighter.

ADVANCEMENTS: 0

ATTRIBUTES: Agl 11*, Int 7, Per 6*, Prs 7, Str 11, Vit 9

REACTIONS: Quik +2*, Savv +0, Stam +2, Will +1

DEFENSE: 9; **Health:** 11

COURAGE: 3

SKILLS: **ARMED COMBAT:** Simple Weapons +4, Athletics +1, Conceal +2, Gaming +2, Influence (Intimidate) +4, **KNOWLEDGE:** Culture (Nausicaan) +2, **KNOWLEDGE:** History (Nausicaan) +2, **KNOWLEDGE:** Politics (Nausicaan) +2, **KNOWLEDGE:** Specific World (Nausicaa) +2, **LANGUAGE:** Federation Standard +2,

LANGUAGE: Graakh +2, Observe (Spot) +4, **RANGED COMBAT:** Energy Weapons +1, Religion (Nausicaan) +2, Sleight of Hand +3, Stealth (Shadow) +2, Streetwise +3, **UNARMED COMBAT:** Dirty Fighting +2

EDGES: Alert, Martial Artist

FLAWS: Bloodlust

PROFESSIONAL ABILITIES: Fleet of Foot

Additional Nausicaan Characters

MYSTIC: Nausicaans have a primitive sort of spirituality, based on animism (natural spirits) but focused upon conquering nature and bending it to the will of the mystic. This character would combine formidable combat skills with a predatory instinct, as a sort of hunter-shaman.

SOLDIER: By the 24th century, many Nausicaan mercenaries have learned to work in small military groups, to hire out for dangerous grunt work. Civilizations that lack standing military forces, or need cannon fodder, can hire on Nausicaan groups. The Nausicaans aren't too reliable, of course, but they are certainly intimidating.

STARSHIP OFFICER (COMMAND): Someone has to run the few starships that Nausicaans own. A command officer is tougher, more cunning and more tricky than anyone else on his ship. He looks out for his crew (because he can't be bothered to replace them) and always looks for the next weak victim.

ERAS

ENTERPRISE: *Enterprise* NX-01 dealt with Nausicaan pirates as part of its regular duties, doing its best to keep the conflicts between boomers and the buccaneers from engulfing the newly formed Federation. It did not take long for Starfleet to effectively police its own borders, ending the pirates glory days. The Nausicaans soon learned that little chance existed for them outside of this growing order, and instead they learned ways to profit on the inside. They did not give up their old ways, however.

TOS: The Nausicaans of the 23rd century face the combined challenges of a burgeoning, powerful Federation and an increasingly dangerous homeworld environment. Many undergo frightening physiological degeneration, and their anarchistic society continues to suffer from sporadic violence and a lack of any concern for the future. As a result, Nausicaans of this era hire themselves out to powers outside of the Federation, doing dirty or dangerous work for Klingons or other empires.

TNG: A young Jean-Luc Picard had his run-ins with the Nausicaan, including one fight that left him near death and required an artificial heart to keep him alive. This example just showed some of the pre-eminent Nausicaan traits of the era; even in relatively peaceful Federation space, the Nausicaans didn't hesitate to pick fights.

DS9: Nausicaans often turned up on Deep Space Nine, though their presence and tempers often gave Odo difficulties. For instance, two Nausicaan bodyguards working with Ferengi Commerce Authority Liquidator Brunt visited DS9 as part of an investigation into a Ferengi labor union striking against Quark's bar. Part of their "investigation" involved beating Quark to a pulp. All throughout the Dominion War, Nausicaans turned up as irregulars on every side of the conflict.

VOY: Since they don't have much in the way of cultural or familial ties, Nausicaans have little trouble adapting to new environments. They behave much as they always did—stubborn, loud, brash, and aggressive. Stuck far from home, Nausicaans will turn to piracy or bullying, just as always, without much thought about where they're going or how they're getting back.



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NAPEANS

PERSONALITY

Napeans strike outsiders as dour and reticent. As a race, they are still grappling with their empathic powers, which they gained only recently in their evolution. Without intending to, they read the emotions of others. This makes them cautious about revealing their feelings to non-empaths, as they worry that they may be tainted by things they are not supposed to know.

PHYSIOLOGY AND APPEARANCE

Napeans are humanoids with putty-colored skin and a large, leaf-shaped bone ridge that runs down from the crown of their high foreheads to the top of the nose. A tiny, egg-shaped organ near the base of the brain, created as a mutation by an experiment in genetic engineering, receives empathic signals and communicates them to the brain proper.

HOMeworld

The Napeans have terraformed their homeworld of Napea to a state of conformity that strikes many outsiders as obsessive. Each continental land mass has been reengineered so that it consists of 70 percent flat, arable plains and 20 percent rolling hills, which are also suitable for agriculture and pastoral grazing. The remaining 10 percent is devoted to the whims of those fortunate enough to own large tracts of it. So Napea

does have mountains, canyons, waterfalls and other such spectacular features, but they are all artificially created, just like the planet's overall design. The Napeans have also engineered their weather to flatten out all seasonal variations. Precipitation falls in predetermined amounts in predetermined places according to need and the temperature never strays far from 20 degrees Celsius.

HISTORY AND CULTURE

Napea was once a hostile place for advanced life forms. Volatile weather and geology made natural catastrophes frequent occurrences. The idea that Nature is an enemy to be fought and tamed has therefore been part of the Napeans' collective consciousness since their prehistory. When their race came of age technologically, mastering their environment became both a possibility and an urgent priority. Within a century, they mastered sophisticated terraforming and weather control techniques that would make their past hardscrabble life a distant memory.

As the prosperity that came with an absolutely stable environment settled in, however, so did widespread boredom. With the struggle for basic survival no longer an outlet for their energies, it seemed that Napeans began to turn on each other out of sheer anomie. In their major cities, rioting and other violent crime became common pastimes, especially among the young.

At this point, scientist Iwane Opuh began investigating mutated pathogens as a way of modifying their behavior to, in effect, "cure" violence. Opuh developed a virus that caused a mutation in the Napean genetic structure; this mutation produced an organ embedded in the brain that granted them empathic ability. If Napeans were forced to understand how others felt, he reasoned, they would stop killing each other. In 2216, without prior approval from any higher authority, Opuh released his creation into the air, forcing his designed mutation on the planet's entire population.

Not all Napeans approved of Opuh's action and he went into hiding soon thereafter, never to be heard from again. But it worked. All Napean children born since then have empathic ability, and Napean society quickly stabilized to the point where their political and scientific development could resume. In 2290 Napean scientists developed a warp drive, and in 2320 they became members of the Federation.

Society

Napeans still grapple with Iwane Opuh's double-edged gift to them. While their empathic powers have forged social stability, they also struggle to suppress negative emotions and embarrassing feelings. This is quite impossible among their own kind, but they try anyway, since absolute emotional transparency has a way of straining familial and social relationships.

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Their history has taught Napeans to place great faith in advanced technology as a way to solve serious problems. Having learned to see the natural world as hostile, they don't understand conservationist objections to re-sculpting the environment. However, the idea of genetically altering life forms appalls them; this, too, stems from their collective history. They feel deep ambivalence toward Iwane Opuh's legacy, and their popular culture has turned him into an almost supernatural figure. No firm reports of his death have ever surfaced, and rumors exist that he invented an immortality elixir and yet lives. Dozens of sightings of Opuh are reported every year, although most are pure hoaxes and the rest are otherwise dubious.

LANGUAGE AND NAMES

Napeans speak Napea, a choppy, harsh-sounding language. They favor short names that end in vowel sounds, like Buno Dyla and Diou Ria.

FAVORED PROFESSIONS

Scientist. The Napeans' massive terraforming project and the ongoing maintenance of its results form a truly impressive engineering feat. They take understandable pride in it, and the Napean world government requires an unending supply of scientists and engineers to keep it going. Some adventurous Napeans also leave their homeworld and serve the Federation.

SPECIES ADJUSTMENTS: +2 Intellect, -2 Presence. Taming their homeworld environment cultivated strong intellectual skills that have become part of every Napean's inheritance, but the reticence that they have developed as a consequence of their unwanted empathic ability can paralyze them in interpersonal situations.

SPECIES ABILITIES

- ▷ **BONUS EDGE: PSIONIC:** Empathic ability is a part of every Napean born since Iwane Opuh's bold experiment, whether they like it or not.
- ▷ **NAPEAN EMPATHY:** Napeans receive Empathy and Mind Shield as bonus skills, with one level automatically, and the ability to improve these as professional skills.

Napean Scientist

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ADVANCEMENTS: 1

ATTRIBUTES: Agl 8, Int 11*, Prs 5, Per 11*, Str 8, Vit 7, Psi 4

REACTIONS: Quik +2, Savv +2, Stam +1*, Will +2

DEFENSE: 8

HEALTH: 8

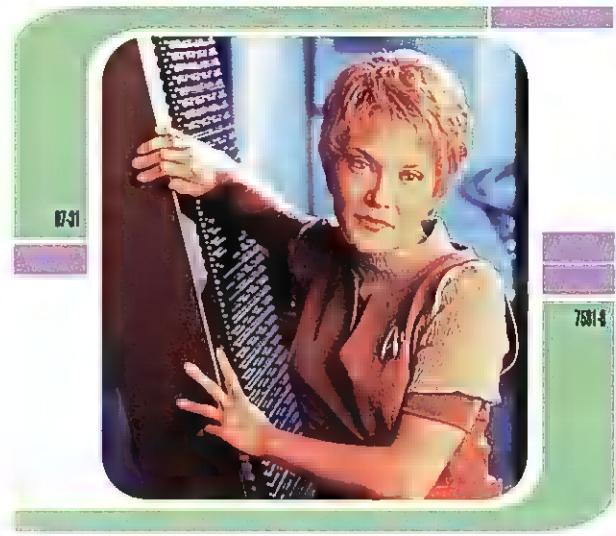
COURAGE: 3

SKILLS: Computer Use +5, Construct (Electronics) +3, **ENGINEERING:** Systems +4, **ENTERPRISE:** Administration +3, First Aid +5, **KNOWLEDGE:** History (Napean) +4, Repair (Computer) +3, **SCIENCE:** Planetary +7, System Operation (Sensors) +5

EDGES: Alert, Meticulous

FLAWS: Thin-Blooded

PROFESSIONAL ABILITIES: Area of Expertise (Planetary Science)



PERSONALITY

Having lived underground for millennia in the protective care of a powerful being from another galaxy, the Ocampa are tranquil and unassuming. Everything they could need has been provided for them—energy, food, security. Inexperienced with the hardships of life, they are not easily worried or excited; their emotions remain even, experiencing neither extreme highs nor extreme lows.

Ocampa enjoy learning for the sake of acquiring knowledge, and anything they do not understand could become a source of intense study. They prefer a rational, disciplined approach to life, also a result of their pampered lifestyle, though they do not like changes to routine or things that cause discord, which makes them appear conservative. What drive and ambition the species once exhibited atrophied over the centuries.

With the death of the Caretaker, changes come to Ocampa society, forcing individuals to change as well. Many Ocampa become more assertive, and increasingly curious about the universe beyond their world. Faced with the crisis of maintaining their vast underground cities, they learn to adapt to change and take

risks. Fortunately, their natural inquisitiveness and disciplined approach will suit them well as they learn to stand on their own.

PHYSIOLOGY AND APPEARANCE

Ocampa are near Human in appearance, standing roughly 1.7 meters on average for males, and 1.5 meters tall for females. They tend to be slighter in build, though for no known physiological reason. They exhibit fair skin and light hair, though other complexion variations likely existed prior to the Nacene disaster. They exhibit little variation, no doubt a result of living underground for centuries in a relatively closed environment. (Originally, Ocampa exhibited a range of complexions). The only noteworthy feature of Ocampa is their pointed, vaguely puffy ears.

The most stunning aspect of Ocampa physiology is their accelerated aging. At specific stages in an Ocampa's life, he undergoes an intense period of cellular maturation, appearing to suddenly age overnight. Under the protection of the Caretaker, Ocampa possess a limited lifespan of approximately 9 years, and reach sexual maturity at 1.5 to 2.5 years old. After the death of the Caretaker, however, the Ocampa lifespan begins to increase to a maximum of approximately 20 years (and perhaps longer as time passes).

HOMeworld

The Ocampa homeworld is the fifth of six planets orbiting a single white, relatively bright, main sequence star (Type A4 V). Because Caerelon possesses a metal-rich gas envelope, many of the planets in the system hold rich metal deposits, attracting the likes of the Kazon-Ogla. The planets starward of Ocampa are all small, rocky planetoids orbiting too close to the star to produce life.

The planet was once solidly Class-M; it possesses a gravity and density the same as Earth's, and an oxygen-nitrogen atmosphere. The surface of the planet was ecologically devastated a millennium ago, when explorers from another dimension accidentally stripped the atmosphere of nucleogenic particles. This makes it impossible for water to precipitate (see below), and rendered the entire surface of the planet a desert (a Class-H world).

HISTORY AND CULTURE

What was known about Ocampa history was lost with the arrival of the Caretakers, abandoned as the Ocampa raced from their cities with the destruction of their planet's ecology. As a result, nothing is known about this period. Legend has it that the Ocampa possessed extraordinary telepathic and psionic powers.

The arrival of extra-dimensional explorers called the Nacene radically altered Ocampa history. These highly advanced, noncorporeal life-forms accidentally devastated the planet's atmosphere, stripping it of

nucleogenic particles and making it impossible for the planet's surface to retain moisture. The Nacene accepted responsibility for the disaster and left two of their kind behind to care for the Ocampa. One, who came to be known as the Caretaker, created a subterranean city, and provided it with power from his huge orbital Array, while protecting the Ocampa from intruders like the Kazon and Vidiians. The second, named Suspiria, took approximately 2,000 Ocampa to a second Array. There, she helped them develop their latent psychokinetic powers so they could join her in Exosia, a subspace domain of pure thought.

For the next millennia, the Caretaker looked after the Ocampa, providing for their every need. As he neared the end of his life, the Caretaker searched the Milky Way for life-forms with a bio-molecular pattern similar to his own in hopes of producing an offspring who would continue to care for the Ocampa in his place. Using a powerful displacement wave, the Caretaker abducted some 50 ships from across the Galaxy before transporting the *U.S.S. Voyager* and a Maquis raider to the Delta Quadrant. He died shortly thereafter, his final act to persuade *Voyager*'s crew to destroy his Array before it could fall into the hands of Kazon raiders. With the destruction of the Caretaker's Array, the crew of the *Voyager* lost a readily available way home.

Voyager

The arrival of *Voyager* altered the course of Ocampa history once again. The Ocampa only had enough energy reserves to maintain their subterranean city for a few years, and the Ocampa debated what to do. Some chose to venture above ground, searching their long-lost scientific records for a means to restore the surface of the planet to habitability. Others chose to remain underground and sought ways to provide power to their city. Still others, bolstered by *Voyager*'s example and inquisitive about the rest of the Galaxy, sought to construct their own starship in hopes of finding a new world for the Ocampa to colonize.

Society

The Nacene destroyed much of Ocampa civilization, as the latter fled the suddenly desiccated surface of their world. As a result, little is known about Ocampa society, though they preserved as much of their culture as they could. Ocampa value family, with relatives forming tight-knit, extended families. In a relatively small environment, it's easy for Ocampa keep in touch with various aunts, uncles, cousins, second-cousins, and so on. Because of their brief lifespan, the childhood relationship between parent and child is as intense as it is short-lived. Parents exert a great deal of influence on their children, doing a great deal in a condensed time to shape who they become.

Ocampa believe everyone has a *comra*, or spirit. In order to better their *comra*, Ocampa practice medita-

tion, lighting traditional Ocampan prayer tapers to focus their thoughts. It is traditional to mourn the loss of a loved one by lighting these candles and remembering their life.

Ocampa bury their dead beneath the soil, believing their *comra*, or spirit, is released into the afterlife.

Isolated in their underground city, their needs provided for by the Caretaker, every Ocamпа pursued some intellectual exercise for pure enjoyment. Some created great works of literature for others in the city to take pleasure in. Others composed evocative music compositions, or created sophisticated works of art to please other citizens. Ocamпа scientists delved into whatever scientific endeavors interested them.

With the death of the Caretaker, Ocamпа sociologists and historians have attempted to reconstruct their original way of life. Some Ocamпа also take it upon themselves to forge new pathways, so as to cre-

ate a future without the burden of past mistakes or limitations.

LANGUAGE AND NAMES

Ocamпа speak Ocamпа, a partially telepathic form of communication. They use only their given names.

MALE NAMES: Benaren, Daggin, Elrem, Tanis, Toscat

FEMALE NAMES: Alana, Kes, Martis, Naris, Tahla

FAVORED PROFESSIONS

Scientist. Though they no longer possess the scientific knowledge they once had, the Ocamпа enjoy learning. The pressures their society now labors under likely will lead to the rapid relearning (or acquisition) of a great deal of scientific knowledge. As the Ocamпа begin to interact with the Delta Quadrant, their mystics, diplomats, merchants, and even soldiers should become better known.

OCCAMPA PSYCHOKINESIS

After Kes left her homeworld, she began to exhibit the extraordinary mental powers mentioned in Ocamпа legends. Meanwhile, the Ocamпа cared for Kes. Suspiria demonstrated incredible psychokinetic abilities. Ocamпа should use these rules in place of the Psychokinesis ability found in the Star Trek RPG Narrator's Guide.

PSYCHOKINESIS (PSI)

PSIONIC TRAINED

Skills within the Psychokinesis skill group represent various ways in which you can psionically manipulate matter on a molecular level. Remember that distractions can cause difficulty in manifesting psychokinesis (see page 103 of the Star Trek RPG Player's Guide). Unlike various telepathic disciplines, psychokinesis produces actual measurable force, and as such works on normally psionic-resistant beings such as Ferengi. By the same token, psychokinesis works without regard to the species of subject, so it's as easy to perform telekinesis on a member of the same species as on someone else.

PSYCHOKINETIC SKILLS

- ▷ **PYROKINESIS:** The ability to increase the temperature of objects by exciting their molecules. You can affect a radius up to your Psi in meters. The difficulty depends on the desired temperature. Raising the temperature by Psi degrees Celsius over the course of a minute is fairly straightforward (TN 1). Speeding up this process increases the difficulty (+5 TN for each halving of the time, with anything below 15 seconds counting as a single turn). Excess heat dissipates at a rate of ten degrees per minute.
- ▷ **CRYOKINESIS:** The ability to reduce the temperature of objects by slowing their molecules. You can affect a radius up to your Psi in meters. The difficulty depends on the desired temperature, as with Pyrokinesis, above; lowering the temperature by Psi degrees Celsius over a minute is a simple task (TN 1). As with Pyrokinesis, speeding up this process makes it harder (+5 TN for each halving of the time, with anything below 15 seconds counting as a single turn). Excess cold dissipates at a rate of ten degrees per minute.
- ▷ **TELEKINESIS:** The ability to move objects with your mind. The difficulty depends upon the amount of force exerted (TN 5 for an effective Strength and Agility rating, +1 one-half your Psi, with a +1 for each level of success scored). Once an item is successfully telekinetically grabbed, no further tests of Telekinesis are necessary unless the situation changes (such as someone striking or distracting you, or breaking the item). Actually manipulating an item at range may require additional skill rolls—using a phaser telekinetically, for example, requires an Energy Weapons test, using the effective Agility score.

Test: Make a test to determine your ability to clear your mind and focus concentration on the desired result. Range modifiers apply.

Action Time: Full-round action

Extended Test: Yes

Range: 1/2/5/10/+2m

SPECIES ADJUSTMENTS: +1 Intellect, +1 Perception, -2 Vitality. Ocampa devote themselves to study, amassing a great deal of knowledge in their lifetimes. Because of their natural inquisitiveness, they scrutinize everything. Living underground with all of their needs seen to, however, has made them frail.

SPECIES ABILITIES

- ▷ **BONUS EDGE: EIDETIC MEMORY:** Ocampa exhibit a ravenous appetite for information and have developed a heightened ability to retain knowledge. Their eidetic memory explains how their mental development can match their physical development.
- ▷ **BONUS EDGE: PSIONIC:** Ocampa automatically possess the Psionic edge. All Ocampa have the potential for psionic activity.
- ▷ **BONUS SKILL: TELEPATHY:** Ocampa gain the skill Telepathy at level 1, and can treat this skill as a professional skill for the purposes of skill selection and advancement.
- ▷ **LATENT PSIONIC:** Legends say the Ocampa once possessed more powerful psionic abilities, including the power to foresee the future and psychokinesis. When under intense stress, such as imminent physical harm, intimidation, threat to a loved one, an Ocampa may evidence new or more powerful abilities.

In stressful situations, the character can spend 1 Courage to adjust Psionic test modifiers by +/-5TN. By spending 3 Courage, the Ocampa manifests a new psionic skill for a number of rounds equal to his Intellect (after which the power and its effects cease); the latent skill has 0-levels. In the case of the former, the Ocampa can choose to advance this skill as a professional skill.

- ▷ **SCHOLARLY:** During their years of protection under the Caretaker, the Ocampa focused inward and dedicated themselves to a variety of academic endeavors. Ocampan characters choose one skill from the Science skill group (except Space Science) and gain a +2 species bonus to skill tests made with that skill.

ENCOUNTERS

Ocampa can be found in the Delta Quadrant, spinward of the Galactic core. Many remain on their homeworld after the death of the Caretaker, content to live on the stores of power they accumulated. Other Ocampa leave their world to explore, settle new worlds, and live on their own. Explorers lost in the Delta Quadrant might stumble upon one of these



Ocampa colonies, or some phenomena might strand an Ocampa ship in the Alpha Quadrant.

Ocampan Explorer

Equipped with a small scout ship, either purchased from an alien trader or recently constructed by the Ocampa, this character seeks out new worlds and new civilizations to satisfy her own curiosity. While it may seem unlikely for her to be encountered in the Alpha or Beta Quadrants, it's possible her explorations could take her through a wormhole or temporal rift.

ADVANCEMENTS: 9

ATTRIBUTES: Agl 9, Int 10*, Per 10*, Prs 7, Psi 4, Str 6, Vit 8

REACTIONS: Quik +2, Savv +2, Stam +1*, Will +2

DEFENSE: 8

HEALTH: 8

COURAGE: 3

SPECIES ABILITIES: **BONUS EDGE: EIDETIC MEMORY,** **BONUS EDGE: PSIONIC,** **BONUS SKILL: TELEPATHY,** Latent Psionic, Scholarly (Life Science)

SKILLS: Computer Use (Retrieve) +5, Construct +2,

CRAFT: Painting +1, **ENGINEERING:** Structural +3, Inquire +1, Investigate (Research) +6, **KNOWLEDGE:** Culture (Ocampa) +6, **KNOWLEDGE:** History (Ocampa) +4, **KNOWLEDGE:** Specific World (Ocampa) +6, **LANGUAGE:** Ocampan +6, Medicine +3, Observe +4, Persuade +2, Repair +4, **SCIENCE:** Life Science +8, **SCIENCE:** Physical Science +5, Stealth +2, Survival +4, System Operation (Flight Control, Sensors) +5, Telepathy +3

EDGES: Curious, Eidetic Memory, Furtive, Psionic

FLAWS: None

PROFESSIONAL ABILITIES: Planetary Surveyor, Secretive

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Additional Ocampan Characters

ENVOY: As they journey ever farther out into their quadrant, the Ocampan need people trained in first contact with alien species. An Ocampan envoy might require transportation to a new world, or might be found living amongst an alien species.

INVENTOR: After the Caretaker's death, the pressure is on to develop new technologies place—starships, energy sources, hydroponics, replicator technology, and so forth. Ocampan inventors journey to other worlds to acquire vital technologies.

MERCHANT: This character might be a "relic hunter" searching for information about Ocampan society prior to the arrival of the Nacene. Although the Caretaker protected the Ocampan from large-scale attacks, it is possible raiders from other worlds successfully looted Ocampan cities.

MYSTIC: An Ocampan dedicated to the betterment of his or her *comra*, through meditation and charitable acts. He may have learned to harness incredible latent psychokinetic powers.

STARSHIP OFFICER: Those Ocampan who have departed their world to seek out new life-forms and new civilizations. Ocampan do not have a Starfleet to train them, though they likely learn from their records (and with help from friendly alien crewmates).

ERAS

ENTERPRISE; TOS; TNG; DS9: The Ocampan live lives of blessed isolation, protected by their Caretaker since the Earth year 1371.

VOY: The Ocampan begin their quest to restore the planet and rejoin the rest of the Galaxy. Curious Ocampan return to the surface of their world and begin to comb through the ruins to uncover their lost heritage and scientific achievements. Others remain in their subterranean city, trying to survive without the help of the Caretaker. And a rare few take to the stars in search of a new world to colonize, and befriend other alien species.



PERSONALITY

Orions usually project something between world-weary cynicism and rakish good humor. Sunnily self-confident at best, they can be brash and arrogant at their worst. Orions enjoy taunting helpless enemies, charming powerful friends, and convincing both of them to fight each other. They enjoy games of skill and intellect, especially when they know the rules and their opponents don't—and a game of chance with an Orion usually turns out to actually be a game of skill and intellect. Orions are delighted to partake in any number of the civilized vices, and eagerly pursue shady business ventures to afford more of them. Always glad to risk others in a good cause, Orions willingly run from any fight they can't win, and plot ways to stab the victor in the back when he's not looking. Simultaneously overshadowed and liberated by their ancient, decadent culture, Orions feel life is too short for foolish morals or for other people's nitpicky rules. Some Orions hold grudges; most Orions, however, treat vendettas as games rather than matters of life and death.

PHYSIOLOGY AND APPEARANCE

Orions have the size and build of an average Human, although their features tend toward aquiline noses and sharp chins. Orion gourmands, of course, often run to satisfied fat, and no Orion really enjoys being underweight (as opposed to fashionably slender). With copper-based blood like Vulcans, the Orion

skin tone ranges from emerald green to a very dark olive. Some Orions paint their lips, eyelids, or other conspicuous body parts. Orion hair dyes, by contrast, usually remain subtle highlights to bring out the proper glossiness of black or chestnut coiffures. Orions enjoy jewelry, small daggers, and other ornaments, preferring those that combine elegance, flash, incredible value, and tiny compartments for poison or blackmail tapes. No Orion dresses badly if he can help it.

HOMeworld

Orions claim the warm, dry Class-M planet Rigel VII in the Beta Quadrant as their homeworld, although the planet cannot have existed long enough for Orions to have evolved there. Rigel VII holds decadent Orion kingdoms (the largest of them known as the Vaj, or "Empire"), dangerous nomadic tribes, fascinating ancient ruins, and concealed shipyards for piracy or smuggling; all of them fighting, romancing, and conspiring away under the purple skies and enormous moon of their dusty, spicy, exotic planet. As the Federation presence expands in the Rigel system (Federation membership extends to Rigel IV in 2287, Rigel V in 2300, and Rigel XII in 2269), Orion freedom of action slowly contracts. Fortunately, the Orions have long kept their eggs in many well-hidden and lucrative baskets. The first Orion civilization began exploring space 200,000 years ago, and twelve successive Orion empires rose and fell across the Alpha and Beta Quadrants over tens of millennia. Lost, isolated, hidden, or backward Orion cultures of any Tech Level may still remain undiscovered anywhere in this great swath of space, which some Orions refer to as *Thana Kolari* ("Extended Orion").

HISTORY AND CULTURE

Orion culture is cheerfully decadent, and only loosely organized by great family, or *caj*. The *caju* act as merchant houses, organizing trade networks, inter-

clan marriages, funding explorers and hiring mercenaries for immediate crises. Each *caj* takes care of its own; no Orion has the authority to speak for the species, and that's how they like it. Orion governments more closely resemble loose patchworks of individual subcontractors paid by the *caju* to negotiate with foreigners, build roads, run court systems, and so forth. This tends to frustrate more tightly wound or hierarchical cultures like Starfleet. Orions swear by the Thousand Gods, but seldom worship them, being too busy trying to corrupt some naïve planetary governor or move a shipload of Spican flame gems before the bottom falls out of the market. For millennia, Orions carried on a thriving trade in slaves, including their own women, making much of Orion women's reputation for animalistic passion. Some of Starfleet's earliest missions broke the back of the Orion slaver and pirate fleets, beginning with the battle of Delta Doradus in 2166. Though they deny it, some Orions (mostly those who belong to the criminal Orion Syndicate (see box)) remain involved in this infamous form of commerce.

ENCOUNTERS

Orion merchants, criminals, mercenaries, pirates, and settlers have carried Orions to worlds all across the Alpha and Beta Quadrants; everywhere they go, they nestle into (and sometimes co-opt) the local shady dealers, gray-market traders, and similar underworld types. Orion merchants consider Ferengi little more than ridiculous walking stereotypes with no sense of class and ludicrous habits to boot. No Orion would be caught dead obeying "rules of acquisition," any more than an Orion willingly obeys any other inconvenient or distressing rules. Orion soldiers tend toward mercenary or pirate careers, having little patience for regimented life, taking orders, or wearing dull and unattractive uniforms. Telling an Orion pirate from an Orion merchant is often a matter of deciding

THE ORION SYNDICATE

If asked about the Orion Syndicate, the average Orion angrily denies that the Orion Syndicate exists. This is a bare-faced lie. The same Orion will then immediately offer to sell his questioner "undoubted insider information" on Orion Syndicate operations and membership. This is also a bare-faced lie. No Syndicate member would be foolish enough to break the code of *koledru venari*, the "thieves' honor"—death would be preferable. And no outsider knows enough to have anything worth selling. The Syndicate doesn't mind other people making a living selling lies about it, though—as long as they're complimentary (or frightening) lies.

Operating primarily in the Alpha Quadrant, the Orion Syndicate is an interplanetary criminal organization descended from the pirate fleets crushed by the Federation after the Khitomer Accords freed up Starfleet for operations against them. (Individual Orion pirate ships still prowl frontier or unmapped spacelanes, and their captains are likely to be Syndicate members in the bargain.) The Syndicate runs numbers rackets, gambling, smuggling operations, gun-running, contract killing, slave traffic, loan sharking, extortion, blackmail, and anything else lucrative and illegal. Although the higher ranks are still mostly Orion species, the Syndicate employs members from many other planets and species, and contracts with independent operators of still more varied backgrounds and skills. All Syndicate members must pay a *fare* (10% or more of all earnings) to the Syndicate or risk a terrible punishment.

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ORION SYNDICATE RANKS

PROMOTION

RANK (TRANSLATION)

COST (BARS OF LATINUM)

1	Mori ("Crewman")	20
2	Lisk ("Associate")	100
3	Magren ("Operator")	400
4	Delbaj ("Lieutenant")	3,000
5	Alasho ("Director")	20,000
6	Shodar ("Chief")	1 million

Rogues (and others) without rank who work with and for the Syndicate are called *j'hordak*, meaning "shadows" (or, less politely, "hangers-on"). Achieving rank in the Orion Syndicate requires not only the given cost in latinum and the picks for the Promotion upgrade but also the personal witness or recommendation of a higher-ranking Syndicate member. These ranks are also used on some Orion pirate ships, although the buy-in is usually considerably smaller (often only 10% as high) for crew positions there.

which way the phasers are pointing—if you’re armed, the Orion is a merchant.

Orion diplomats are usually playing a double or triple game involving their own profit. They might secure a monopoly on tulaberry wine, or capitalize on a break down in negotiations between Coridan and the Federation, seeing not a conflict of interest but rather an understandable compensation for their efforts. Many Orion diplomats do double duty as spies, dishing out real or invented secrets with casual aplomb; the omnipresence of Orion women in the chambers of power on frontier worlds gives Orion spies yet another inside edge. Any given Orion mystic might also be working an elaborate con game, with or without amazing powers (or advanced technologies) to grant verisimilitude to an otherwise bald

and unconvincing narrative. Although ancient Orion civilizations produced unimaginable scientific wonders, few Orions still practice the sciences. Some Orions are archaeologists, although most Federation archaeologists would call them tomb raiders—but these Orion relic hunters often have otherwise unobtainable information or artifacts from T’kon, Debrune, or Iconian ruins.

LANGUAGE AND NAMES

Orion (known as Kolari in Orion). Most Orions also speak the dominant language of their sector, usually Federation Standard (but occasionally Cardassian, Klingon, Gorn, Tzenkethi, etc.). Many Orions also speak other trade languages such as Ferengi, Nybarrite Common, and so forth. Some Orions also speak older, more antiquated or poetic versions of Kolari such as High Kolari, Imperial Kolari, and so forth; they primarily do this to score social points with each other or to flummox non-Orions. In any language, Orions enjoy florid, ornate speech, biting repartee, and veiled insults.

Not counting aliases, *noms du amour*, and whatever name unaccountably appears on their passport, Orions traditionally have only one name. However, many Orions adopt two or more names based on local custom, their own whim, or the advertising needs of the moment.

MALE NAMES: Bardeck, Changibur, Cugel, Danan, Dathiro, Felgar, Jhargren, Keisalu, Kelvar, Komar, Locbrede, Lometh, Luken, Morel, Nispavan, Olodan, Radvaa, Teljara, Telsharonok, Shamdalakoshi, Vardal, Varkin, Varne, Vaxevor, Yangosh, Yenric.

FEMALE NAMES: Armrika, Cidhela, Darnat, Ejasarlan, Guellara, Jemaxxa, Kaitholmas, Lonicera, Marta, Norai, Rahalikoshi, Tara, Vrelda, Xellein, Yamila.

SPECIES ADJUSTMENTS: +1 Presence. The typical Orion possesses great powers of charm and influence, learning from an early age that a ready tongue and a good attitude will get you almost as far as a

ORION PHEROMONAL TREATMENTS

Some Orion merchants sell or utilize a pheromonal treatment that vastly increases the user’s sexual appeal at the risk of some degradation of the superego and other higher functions. This may be the origin of the myth of the “animalistic” nature of Orion slave women—or Orion pharmacologists may have developed this treatment to fulfill the myth and satisfy the result market. Each course of treatments adds a +3 bonus to the user’s Influence (Seduce) skill tests (though no actual skill levels) and +1 to her Presence attribute—at a cost. For each treatment, roll a die and apply the following result: 1: Arrogant flaw (due more to animalistic impatience than actual arrogance); 2: Bloodlust flaw; 3: Dullard flaw; 4: Easily Distracted flaw; 5: Vulnerability (Psionic Attack) as per the creature traits (page 11) of the *Star Trek RPG Narrator’s Guide*; 6: Weak-Willed flaw. If you roll a flaw you have already applied, upgrade it if possible; if impossible, re-roll. This pheromonal treatment only works on Orions—although if there were a market, an enterprising Orion biochemist might develop a variation.

ready tongue, a good attitude, and a concealed disruptor pistol.

SPECIES ABILITIES

- ▷ **SEASONED:** An Orion is a product of an unimaginably ancient, cosmopolitan civilization that prides itself on its casual decadence. All Orions gain a +2 bonus to their Savvy reaction.
- ▷ **ULTRAVIOLET ENDURANCE:** Orions evolved under the blue-white sun of Rigel—or under another sun with the same basic spectrography. Their green-tinted skin keeps them relatively immune to ultraviolet radiation, and somewhat resistant to radiation in general. Orions have a +4 bonus to Stamina tests against ultraviolet radiation, and a +1 bonus to Stamina tests against all other radiation forms (such as gamma rays, cosmic rays, and Berthold radiation).

ERAS

ENTERPRISE: While the star-spanning Syndicate is (as always) in operation during this era, Earth and Starfleet seem like penny-ante tin-star small-timers. Orions may take Humans for what they can get, but probably neither know nor care about Humanity's up-and-coming galactic prominence.

TOS: Once the Federation forms, the Orions see a lucrative interplanetary market. They engage in everything from slave trading to the outright seduction of Starfleet captains. Unfortunately, the Federation's high-minded ideals place them staunchly against the Orions, who have a few missteps and have to learn the hard way that Starfleet isn't a pushover any more.

TNG: Following the Khitomer Accords, the Orions become much less prominent, probably because the powerful Federation Starfleet keeps Syndicate operatives on the run. During this period the Syndicate re-evaluates its estimation of the burgeoning Federation, trying to find ways to turn the hundreds of worlds into dens of Orion larceny. They have very limited success.

DS9: Orion operations suffer so much during the Federation's expansion that by the late 24th century, they become directly antagonistic to the Federation. Orions in this era not only engage in smuggling right under the nose of Starfleet officials, but also engineer important assassinations, all in an attempt to influence Federation policy. When the Dominion War breaks out, the Orions remain low-key—regardless of who wins, there will always be a black market.

VOY: Since their empire once spanned thousands of light-years, it's not inconceivable that Orions might be found in other quadrants throughout the galaxy. With their world-weary cynicism and carefree style, they can survive just about anywhere.



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PAKLEDS

PERSONALITY

No one encountering a Pakled for the first time would suspect that race of harboring much intelligence. Pakleds speak at a deliberate pace and they react slowly to others' ideas and actions. They are slow to anger, but also slow to laugh; it just takes them a while to understand what's going on.

Pakleds are not an innovative lot. They're not very good at coming up with new and original ideas on their own, and beyond early Industrial Age technologies they have invented very little for themselves. They are, however, very good at scavenging what others leave behind and figuring out how to make use of it for themselves.

PHYSIOLOGY AND APPEARANCE

Pakleds are heavy-set humanoids quite round at the mid-section and wider there than they are at the shoulders. Their faces are characterized by large folds of skin that hang down from above and below the eye, as well as prominent eyebrows that come together in a peak in the middle of the forehead. Their lower lips protrude quite noticeably.

HOMeworld

Pakleds come from Pakled, a geologically active planet in Alpha Quadrant characterized by rough, mountainous terrain. Scattered throughout the planet's hills and mountains are fertile valleys that have long

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served as pockets in which advanced life forms could flourish. Surprisingly—given that Pakled's tectonic plates are in constant motion—the planet has little volcanic activity, giving animal life a stable, quiet environment in which to evolve.

HISTORY AND CULTURE

Pakleds have long operated as salvage traders in Alpha Quadrant space not explored by the Federation until the 24th century. During this time they have come into contact with the Klingons, Romulans and the Ferengi but none of the other major humanoid races. Few have acquired much wealth through selling scavenged goods, but most do well enough to scrape by.

The Federation first encountered the Pakleds in 2365, when the *Enterprise-D* responded to a distress call from the Pakled trading vessel *Mondor*. When Chief Engineer Lieutenant Geordi La Forge beamed aboard to help effect repairs, the *Mondor*'s crew kidnapped him and tried to exchange him for complete access to the *Enterprise-D*'s data banks. Only a clever ruse by Executive Officer Commander William Riker secured Lieutenant La Forge's release without paying the desired ransom.

The Federation immediately sent representatives to Pakled to lodge a protest over this incident, threatening to treat it as an act of war. Characteristically, it took the Pakleds almost a year to coordinate a proper response. Their chosen representatives issued a half-hearted apology that made it clear that they did not fully understand the significance of the *Mondor*'s actions. The Federation has never invited Pakled to join them as a full member, and the Pakleds have never asked.

Society

Pakled society has always reflected the fact that their prehistoric ancestors spread themselves across their homeworld's sheltered valleys and didn't have much to do with each other after that. Even now, the planet Pakled has only a few major cities; the vast majority of Pakleds still live in agricultural settlements. Many go their entire lives without meeting anyone from outside their valley.

This geographical isolation has created a society in which stresses the importance of family ties. Pakleds feel that they owe loyalty to their extended families (or clans) and perhaps a local leader such as a village mayor, but their social obligations don't extend much beyond that circle.

Pakleds with a taste for adventure and a talent for commerce wander from valley to valley as traders, acquiring useful items (scavenging, often as not) where they can and selling them at the next settlement. These operations are usually family affairs, with several Pakled relatives working together. The most ambitious Pakleds gravitate to the big cities, learn the basics of starfaring and find their way off-planet. They set them-

selves up as interstellar salvage traders, playing out on a quadrant-wide scale the sort of life that planet-bound Pakled traders have pursued for centuries.

LANGUAGE AND NAMES

Pakleds speak Paklit. They favor multi-syllabic names full of consonant sounds that are difficult for native Federation Standard speakers to pronounce, such as Grebnedlong and Tlurghonskh.

FAVORED PROFESSIONS

Merchant. Pakleds are not terribly industrious or inventive, but they are clever enough to understand that what others throw away can be sold for profit. They know how to bargain to get what they want, and they possess a keen eye for what can be useful to them. The more successful among them (and there actually are successful Pakleds) know how to use their reputation as dullards to conceal shrewd negotiating maneuvers.

SPECIES ADJUSTMENTS: +2 Perception, -1 Intellect, -1 Presence. Pakleds are a little slow on the uptake, and for this reason others don't find them very impressive in person. But they're not quite as dumb as they appear. They can surprise those who dismiss them as stupid with their ability to notice significant details.

SPECIES ABILITIES

▷ **BONUS EDGE: SHERPA:** Pakleds' thick, round bodies allow them to carry heavy loads without encumbrance.

▷ **BONUS EDGE: THICK SKULL:** Pakleds' low center of gravity—and, yes, their thick cranium—makes it difficult to knock them down and out.

Pakled Merchant

ADVANCEMENTS: 2

ATTRIBUTES: Agl 8, Int 7, Prs 7*, Per 9*, Str 9, Vit 10

REACTIONS: Quik +1, Savv +1*, Stam +2, Will +2

DEFENSE: 8

HEALTH: 11

COURAGE: 3

SKILLS: Appraise +5, **ENTERPRISE:** Business +4, Influence +1, **KNOWLEDGE:** Culture (Pakled) +3, **KNOWLEDGE:** Specific World (Pakled) +1, **LANGUAGE:** Federation Standard +1, **LANGUAGE:** Paklit +5, Negotiate +5, System Operation (Flight Control) +5

EDGES: Curious, Shrewd.

FLAWS: Gullible

PROFESSIONAL ABILITIES: Horse-Trading



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Q CONTINUUM

PERSONALITY

The Q are a race of hyper-evolved, immensely powerful entities who exist in a continuum of limitless dimensions. These entities can warp reality to their desire at whim, creating or destroying things, halting time or turning it back. Like many highly evolved entities, they sometimes become curious about the state of affairs of less-evolved beings. One such entity, dubbed "Q," has taken a consistent interest in human beings, and has appeared to various starship captains at different times, testing them with some form of paradox or another. He, like others of his kind, are usually surprised at the results, showing that they are not omniscient.

Indeed, a dissident from the Continuum—an entity called "Quinn" who wished to end its life through suicide, something forbidden by the Continuum—has declared that his kind lost their sense of purpose and growth, trading mortality for endless stasis. The yearning for change caused him to defy his own kind, and is surely behind Q's own constant harassing of humanity.

Most entities of the Continuum have no interest at all in anything but themselves, having moved "beyond such concerns" with their advanced evolution. They exist changelessly with no heed of the doings of other beings throughout the galaxy. A few of them, however, do take an interest, and watch and observe the goings-on. A few rare entities, such as Q, involve themselves actively in such affairs. Starfleet has no records of any such specific entities except for Q and his suicidal fel-

low, Quinn. The El-Aurians, however, seem to have encountered more than one, and believe that "some [of them] are almost respectable."

The motives that drive the Continuum entities who involve themselves in galactic affairs can never be fully known. Certainly, curiosity is part of it, as is perhaps a desire to experience some sense of mortality and change, to remind themselves of what it must have been like once. Whether they also do this to advance some sort of evolutionary cause, nudging certain races in certain directions, is unknown and may be unknowable unless viewed from the near-eternal viewpoint of such an entity.

The greatest change to rock the Continuum in millennia was the mating of Q with one of his kind, producing a new child, something unknown to the Continuum before. No new entity has existed in the Continuum in memory, for once they ascended to their state, they did not change from it, except to extinguish the few among them who deviated from their beliefs. Now, there is a new entity, a young entity without any of the weight of millennia to hold him down. Who knows what he will become or what changes he will initiate in others of his kind?

PHYSIOLOGY AND APPEARANCE

Entities from the Q Continuum can assume any form they desire. What native forms they may wear within their own dimension is unknown, but they are surely creature of either pure energy or pure thought. When meddling in the affairs of lesser sentients, they usually assume the form of the race they are testing, sometimes taking on a historical persona important to that culture and designed to prove a point, either about the race's atavistic love of violence or its stubborn refusal to adopt other viewpoints—all efforts designed to either punish the race or goad it further on the path of evolution.

Q sometimes chooses to follow the rules of his adopted form, in which case he can be punched in the face like any other person. Don't try this, however, unless you're ready for the consequences.

HOMeworld

The entities of the Continuum inhabit a unique dimension, not a single world. Nothing is known for sure about this dimension's properties, except that humans can experience it in images familiar to their culture or history (such as the American Civil War era).

HISTORY AND CULTURE

The Continuum does not appreciate its members meddling in the affairs of less-evolved beings. It punished Q for this offense by removing his powers, but another Continuum entity later reestablished them after testing Q's capacity for self-sacrifice (apparently considered a highly evolved trait).

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The Continuum does not want its members living among less-evolved beings while retaining their powers; it threatens to destroy those who do not comply with this rule.

Although the Continuum has punished dissidents before, and even extinguished them, they could not allow a suicide for the precedent it might start. Quinn's eventual death sparked a war among entities in the Continuum, with a freedom faction led by Q calling for greater freedoms and change from their static ways. This civil war was experienced throughout the galaxy as a series of supernovae. Whole suns died in the war of the superpowers. Finally, Q conceived a child with an entity he had been courting for four billion years. The child's birth ended the war, causing all amazed

entities within the Continuum to reexamine their millennia-old prejudices.

LANGUAGE AND NAMES

Entities of the Q Continuum can speak any language from any culture from any time period. They don't share this knowledge with less-evolved sentients, and so will not answer questions about extinct civilizations or forgotten races.

Whatever means these entities use to designate themselves within their home dimension is unknown. When appearing before less-evolved race, they tend to adopt names beginning with the "Q" sound, such as "Quinn" or simply "Q."

PLAYING DICE WITH GODS

Narrating the appearance of a Q Continuum entity can be a challenge. It is all too easy to make him annoying and capricious rather than intriguing and dangerous. A mix of both is okay, but too much annoyance and the players want to go home. Avoid having the entity use its unlimited powers too liberally—if it's too easy, the playing field no longer feels anything close to fair. Use these guidelines to help run encounters with such super-evolutionary beings:

- Define the entity's motive behind its incursion into the boring, three-dimensional spacetime continuum inhabited by the player characters. Mere curiosity is not good enough—he needs to be curious about something in particular, such as The Human Spirit, the ability to overcome all sorts of obstacles and yet keep morality intact, or the ease with which humans all-too-readily resort to violence, proving they haven't evolved at all. So, first off, define the topic of interest.
- Devise a test to explore the topic, such as transporting a starship crew into an alien gladiatorial arena to test their capacity for mercy. The time and place for showing off the entity's godlike powers is when setting the stage for the test—not during the test itself. In other words, the awesome and chilling use of power is plucking people from their normal spacetime continuum and making them materialize half-naked with weird melee weapons in their hands—facing a screaming crowd of alien patrons chanting for blood. Once the stage is set thus, let the normal rules of the engagement pertain. In other words, the entity won't step in to change the laws of physics or empower a foe just because the subjects are winning.
- Devise a fallback test, in case the test subjects pass the first with flying colors. When they defeat Grog, the multilimbed gladiator hero, and yet refuse to deliver the killing blow at risk of their lives, your petulant Q entity will whisk them away to another test—this one radically different from the first, but still designed to test the same thing. This one, however, is more subtle, its goal not so obvious. Indeed, the entity can even tell the subjects that it is their reward for displaying mercy—perhaps a bevy of Orion slavewomen to tend their every whim. This one tests their willingness to use others, to treat them as objects and deny them their own liberty and right to choose—a form of tyranny common to races with no sense of mercy, an inability to sympathize with the downtrodden.

The temptation is to devise more tests, an endless series until the entity wins. But that's boring and tedious. Two tests should be more than enough per encounter to come to some conclusion about the topic at hand. If the subjects lose the test, the entity can place them back aboard their ship only moments after their initial kidnapping, leaving them with the humiliating sense that they failed to uphold the reputation of their entire culture. "You Humans are... all too Human. Perhaps in another billion years you may warrant our attention again."

Then again, if they win, the Q entity is honor-bound by the morality of the Continuum to return them whole and unharmed, only moments after their departure. He may be unhappy with the results, but he must concede the subjects' right to claim at least a foot-rung on the evolutionary ladder. "I'm surprised. Who would have thought mere apes could solve the problem of love? Perhaps your kind warrants further inspection... at some later time." The entity then disappears in the blink of an eye and all is back to normal.

OTHER HIGHLY EVOLVED RACES

The universe is an endlessly fascinating place, producing all number of creatures, from newly evolved amoebas to ancient, bodiless entities of godlike intelligence. The Q Continuum is only one race of such super-evolved beings. Others have encountered and/or tested members of Starfleet. These beings show (if they are being truthful about their origins) that any race can potentially ascend to such a state of power, but only if they successfully shed lesser emotions and warlike tendencies. Perhaps the body cannot be transcended until its instincts are fully mastered.

THE ORGANIANS

The residents of agrarian Organia seemed at first to be nothing more than simple peasants, living a life unchanged for 10,000 years. When the Federation and Klingon Empire began fighting over the world, its people showed their true colors—they weren't mortal at all but were highly evolved energy beings who had long ago developed beyond the need for physical bodies. They created the illusion of corporeality to interact with visiting less-evolved sentients. Tired of the fighting, they imposed the Organian Peace Treaty on the Federation and Klingons, promising reprisals for those who broke its terms. They have not been encountered since.

THE PROPHETS

In the Bajoran religion, the aliens who created the Bajoran wormhole are seen as gods. As with similar highly evolved entities, it is hard to tell the difference, for the Prophets can devolve beings at will and control the actions of the wormhole. They do not understand linear time, however, and so sought to experience it through their chosen Emissary, Commander Benjamin Sisko. | Deep Space Nine.

FAVORED PROFESSIONS

Q Continuum entities can mimick any Profession they desire.

SPECIES ADJUSTMENTS: Q can have any ability rating they desire (unless they are forced to become mortal as a form of punishment, in which case they have abilities typical to the race whose form they are forced to inhabit).

SPECIES ABILITIES: Anything imaginable. They do tend to stick with abilities a given race is actually capable of, except, or course, for retaining their reality warping powers.

ENCOUNTERS

Entities from the Q Continuum can show up at any time or place if it fits their curious needs. They can pluck whole starships or worlds from the normal spacetime continuum and put them down into pocket realities, all to test some pet theory of theirs. The Continuum morality normally forbids they do this at all, and if they do, it does not allow them to harm their playthings—but none of their playthings knows this.

Typical Q Entity—Quint

This entity, inspired by the exploits of Q, finds starship exploration crews fascinating. He is likewise fascinated with his own fascination, wondering what it is

about their intrepid endeavors that invigorate him so. He will adopt a single starship and occasionally pop up to harass its command crew, testing them with all manner of paradoxes, plumbing the depth of their loyalties and morality. God forbid if they should ever fail such a test—he may simply abandon them or decide to punish their lack of evolutionary foresight.

Quint appears as a historical figure important to the captain of whatever ship he adopts as his special project—this could be Abraham Lincoln or Zefram Cochrane. He can call upon any traits necessary to prove his points.





ROMULANS

PERSONALITY

Romulans retain many of the character traits of their ancient Vulcan forebears prior to the teachings of Surak. They are vibrantly passionate, acting from the heart rather than cold logic. Unlike Klingons and Andorians, however, Romulans don't let their passions overwhelm them—they are crafty, patient, and deliberate. Unlike their Vulcan cousins, Romulans do not control their emotions; they love deeply, hate passionately, and give their warlike tendencies free reign.

Romulans believe their way of life is best; their culture, they feel, is superior to all others. And they seek to impose their culture on the rest of the Galaxy, at the point of a disruptor if need be. Their philosophy, the Way of *D'era*, tells them that they are destined to rule the stars. The belief that they are the "chosen people" of the Galaxy fills their thoughts.

The average Romulan is devoted to the empire, feels a strong allegiance to the Romulan people, sacrifices his personal aims for those of the state, and remains steadfast to *D'era*. It is almost impossible to convince a Romulan to betray the empire, and even the shopkeeper on the street knows his duty and does it unquestioningly.

PHYSIOLOGY AND APPEARANCE

Only slight physical differences separate Romulans from their Vulcan cousins. Outwardly, the two are virtually identical, with the same pointed ears and upward-sloping eyebrows, though over the centuries

the Romulans have developed a prominent brow ridge. The average Romulan stands 1.8 meters tall. They possess the same straight black hair and greenish-tinged complexions of their Vulcan forebears.

Romulans possess the same internal organ arrangement as Vulcan—their hearts are placed where the Human liver would be—and the same copper-based blood. Yet the Romulans do not possess the same incredible strength (the result of continued evolution on a lower-gravity world), the inner eyelid (their sun is not as bright), or facility with the Vulcan mind-meld (as they lack the mental discipline).

HOMeworld

The Romulan homeworld, Romulus, lies in the Beta Quadrant, anti-spinward of the Federation and coreward of the Klingon Empire. It is the third of ten planets orbiting the Romulan sun, a Type F1 V (bright, yellow-white dwarf) star. They also occupy Remus, the fourth planet in the system. Both worlds are considered home to the Romulan people, so much so that both are usually talked about together.

Romulus is a model Class-M world, with a variety of ecologies and environments (similar to Earth) ranging from arctic to temperate to tropical. Its gravity, atmosphere, and climate are the same as Earth's. Remus, also Class-M, is smaller than its sister world. Its gravity is slightly heavier (1.1G), its oxygen-nitrogen atmosphere has a slightly greater Earth-normal pressure, and the planet is, on average, colder than Romulus.

HISTORY AND CULTURE

Millennia ago, Surak sought to bring peace to the Vulcan people by encouraging them to reign in violent emotions and pursue logic. Some Vulcans disagreed. They claimed that the Vhorani created the Vulcan people at *Vorta Vor*, the wellspring of creation, and placed them in Vulcan's harsh environment to strengthen them for their ultimate destiny—to one day rule the stars. Those who believed in these legends saw the Time of Awakening (see Vulcans, page 156) as abandoning their birthright. At first, they persecuted Surak's followers, executing those who infiltrated their lands to spread his teachings, sending his followers to the arena to defend their lives with *lirpa* and *ahn-woon*. But as the tide turned against them, these "true Vulcans" fled their world to preserve their way of life, the Way of *D'era*. Thus, the Romulans were born.

The Diaspora

Crammed into generation ships equipped only with impulse drives, those who fled Vulcan traveled at near-warp speeds looking for a planet to call their own. The trip would take the proto-Romulans decades to complete, as they searched for the perfect world. As time passed, some abandoned their quest,

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choosing to settle on other worlds. Some of these pocket empires would go on to be fairly successful, surviving for a few centuries, while others descended into barbarism. This may explain the origins of the Rigelians of Rigel V, who share a physiology similar to Vulcans, the proto-Romulan empire known as the Debrune, and the Mintakans.

After 190 years of searching the proto-Romulan colonists located the world that would become their home—Romulus. Uninhabited by higher life forms, they begin to tame the planet. They built their cities, cleared their farmland, and gradually put their imprint on the land.

Empire's Sword

Throughout their history, the Romulans demonstrate a pattern of deceit and tenacity as they probed their ever-expanding borders for conquests in the name of *D'era*.

After settling Romulus, they turned their eye towards Remus, the neighboring planet in the star system, defeating the native inhabitants and claiming it as their own. They continued to fan out from their home system, crushing any opposition and conquering dozens of worlds.

Astoundingly, the Romulans eventually made it back to Vulcan, this time with a battle-tested fleet. Though ultimately their efforts failed, the two sides fought a hundred-year-long war for control over the world of their birth.

By 2156, the Romulans become aware of Humans, and Earth, and the Romulan-Earth war began. A bloody conflict fought with primitive atomic warheads, both sides fought to stalemate. In 2160, they concluded the Treaty of Cheron by subspace radio, which established a neutral zone one light-year wide to separate the combatants. Throughout the war and negotiations, neither side ever actually laid eyes upon the other.

For the next 100 years, the Romulans isolated themselves behind their border, until they developed a prototype ship combining two new technologies—the cloaking device and plasma weapon. In several sneak attacks, the Romulans tested their prototype by attacking Federation outposts along the Neutral Zone.

Suspecting the Federation of developing their own cloaking technology, the Romulans suddenly attacked the science colony on Tomed III. This Tomed Incident cost the Federation thousands of lives, and resulted in the Treaty of Algeron, which reaffirmed the security of the Neutral Zone and prohibited Starfleet from developing cloaking technology.

After the Tomed Incident, the Romulans once again retreated to their own territory. After 53 years of seclusion, they returned with a vengeance, ending their isolation to investigate the disappearance of several Romulan outposts for which they blamed the

Federation (though it was later discovered that the Borg were responsible).

Four years later, they attempted a coup of the Vulcan government by hiding their invasion behind the veil of a reunification with their long-lost cousins.

Their relations with the Klingon Empire fared little better. In 2268, the Romulans entered into an alliance with the Klingons, trading starship designs for cloaking device technology. The Romulans use the alliance as a cover for sneak attacks on Klingon space, culminating in their humiliating defeat at Battle of *Klach D'kel Brakt* in 2270. By 2292, the alliance collapsed, and a period of open warfare began, including attacks on the Klingon outposts at Narendra III and Khitomer. Finally, the Romulans attempted to overthrow the Klingon government in 2367 by supplying the Duras family in their bid for the Chancellorship of the Klingon High Council (see page 97), in the hopes of then exerting influence on Klingon politics.

ERAS

Central to Romulan society is the Way of *D'era*. According to legend, the Vhorani created the Vulcan people at *Vorta Vor*, the Wellspring of Creation, and promised them the stars. They set the Vulcans in their homeworld's severe environment to temper them for galactic domination. All Romulans are taught to believe that it is their destiny to rule the Galaxy. Whatever their accomplishments, Romulans believe there is always something new to conquer, and they plan to conquer it.

D'era forms their worldview, calling them to a higher purpose, encouraging them to put aside individual desires for the shared destiny of all. Social rites of passage, such as the *Pylanazi*, in which a Romulan reaffirms his allegiance to the state, and the *Serona*, a period of universal conscription, reinforce this message. Families teach their children of the sacrifices and heroic deeds of their ancestors. Through devotion to the Praetor, allegiance to the Romulan people, and obedience to the state, the average citizen takes part in the glory of the empire.

Romulan Government

The ruling body of the Romulan Star Empire is the Senate. It determines public policy, debates and passes laws, and appropriates resources for the good of the empire. The Senate is the conscience of the republic, speaking on behalf of their constituents, who do not actually vote for their representation; the Senate appoints its members from a pool of worthy, and influential, candidates. The Senate is also a hotbed of intrigue, as senators vie to be seen as more loyal to the empire than their peers, while garnishing public resources for their districts and stone-walling the initiatives of rival Senators.

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The Praetor is the leader of the empire, in whose name Romulan soldiers swear their oaths, and for whose honor they fight. He embodies the virtues of Romulan citizenship, and personifies the Way of *D'era*. Although the Senate governs the empire, the Praetor leads. Under strong Praetors, the Senate is a rubber stamp for his policies. Weak Praetors become puppets dancing to the whims of powerful factions. He (or she, for Romulans do not practice gender bias) commands the Romulan legions and their mighty Star Navy, and is expected to expand the empire's borders, or else.

The Tal Shiar

The elite Romulan imperial intelligence service, the *Tal Shiar* enforces loyalty among the citizenry and military, while spying on the empire's enemies. Agents have broad discretionary powers and can overrule military commanders in the field without fear of reprisal. Aboard their starships, great and small, *Tal Shiar* operatives serve as "political officers" ensuring the captain follows his orders, and the crew remains loyal to the Praetor; it is not unheard of for Romulan captains to face arrest for failing their mission. In addition, they have the authority to commandeer vessels for covert missions. Meanwhile, rumors of agents hidden among them, reporting on their trustworthiness, keep Romulan crews in line. Often brutal, those citizens who express dissatisfaction disappear in the night. Alien operatives are quickly picked up for interrogation, and much worse. Lastly, *Tal Shiar* agents spread throughout the known Galaxy, gathering data on potential invasion targets, supplying rebels with weapons, and destabilizing governments. On at least one occasion, a Vulcan ambassador to the Federation Council turned out to be a *Tal Shiar* sleeper agent.

Family

Family is important to a Romulan, most notably among the upper echelons, the pseudo-aristocracy that rules Romulan life. Family is a source of pride. It is a way to amass great wealth and power within the empire. Notable Romulan families control entire fleets and worlds, and most often send a family member to sit on the Senate. They are patricians in the classic sense, believing they have a right to rule, but caring for their subjects as though they were beloved children.

LANGUAGE AND NAMES

Romulans speak Romulan and generally refuse to learn other languages (unless they work for the *Tal Shiar*). Some Romulans only use their family name, while others use both their given name and family surname (Alidar Jarok, for example).

FAMILY NAMES: Barel, Dar, Gaius, Jarok, Kassus, Merek, Nanclius, Pardek, R'Mor, Setal, Tebok, Thei, Tomalak, Tovan



MALE NAMES: Alidar, Decius, Jollen, Morror, Tal, Telek, Varel

FEMALE NAMES: Caithlin, Ionne, Sela, Seylar, Taris, Toreth

FAVORED PROFESSIONS

Soldier, rogue, and starship officer. All good Romulans seek to expand the borders of their empire by any means necessary. As soldiers, they conquer lesser worlds. Rogues work for the *Tal Shiar*, gathering information, sowing confusion, and covertly furthering the empire's goals. And starship officers staff their gigantic Romulan warbirds, projecting the empire's power throughout the galactic hemisphere.

SPECIES ADJUSTMENTS: +1 Strength, -1 Presence. Like their Vulcan forebears, Romulans possess greater-than-average strength, though not as great as Vulcans because of Romulus' weaker gravity. The characteristic Romulan arrogance frequently rubs others the wrong way.

SPECIES ABILITIES

D BONUS EDGE: KEEN HEARING: Romulans have especially keen hearing, and receive the edge Skill Focus (Keen Hearing) for free.

D THE DISCIPLINE OF D'ERA: Trained from birth to serve the Romulan state, Romulans exhibit tremendous dedication and focus. They receive a +1 bonus to all extended or combined tests in which they participate. In addition, they are not easily distracted, and do not suffer penalties for distractions (Table 6.5: Academic Test Modifiers, the *Star Trek RPG Player's Guide*, page 102).

▷ **GLORY:** Romulans are preoccupied with appearing loyal to the empire. Those who place the needs of the empire over their own are celebrated. A Romulan covered in glory is more likely to gain assistance from superiors and aid from toadying citizens. He can coax other Romulans to provide critical information, cow underlings into following him (in the name of the Praetor), or even persuade agents of the *Tal Shiar*.

Romulan characters gain enhanced benefit from their Renown, improving chances to persuade other Romulans. When making social tests (specifically Influence, Intimidate, Negotiate, and Persuade tests) involving other Romulans, he adds his full Renown modifier to the dice roll. No recognition test is required.

▷ **SURVEILLANCE:** All Romulans are encouraged to watch their neighbors for signs of disloyalty. Romulans are adept at watching body language and registering voice stress to glean additional information from a subject. All Romulans gain a +3 affinity bonus to Inquire tests from their Observe skill. Constant surveillance also makes them suspicious, granting them a +1 species bonus to Savvy tests.

ENCOUNTERS

Romulans are a rare sight beyond the borders of their empire. Even when encountered in Federation space, they are usually mistaken for Vulcans, unless aboard one of their titanic warbirds. Many operate as *Tal Shiar* agents inside the Federation, Klingon Empire, and Cardassian Union.

Romulan Starship Officer (Command)

The subcommander on board a Romulan starship, this character could be encountered in a variety of ways. He may command a Romulan listening post hidden on the wrong side of the Neutral Zone. He could lead a "diplomatic" mission to a non-aligned planet, to "negotiate" mining rights or "persuade" the government to ally with the Star Empire. Alternatively, he and his crew could require rescuing from some stellar or planetary catastrophe.

ADVANCEMENTS: 15

ATTRIBUTES: Agl 8*, Int 9, Per 8, Prs 8*, Str 8, Vit 9

REACTIONS: Quik +1, Savv +2, Stam +1, Will +2*

DEFENSE: 8; **Health:** 10

COURAGE: 3

SPECIES ABILITIES: The Discipline of *D'era*, Glory,

BONUS EDGE: Keen Hearing, Surveillance

SKILLS: Computer Use (Retrieve) +4, **Enterprise:** Administration +6, Influence (Charm) +6, Inquire (Interrogation) +4, **KNOWLEDGE:** Culture (Romulan) +4,

KNOWLEDGE: History (Romulan) +3, **KNOWLEDGE:**

Politics (Romulan) +6, **KNOWLEDGE:** Specific World (Romulus) +4, **LANGUAGE:** Romulan +3, **LANGUAGE:** Vulcan +1, Negotiate +7, Observe +3, Persuade (Propaganda) +8, Repair +1, **RANGE COMBAT:** Energy Weapons +5, **SCIENCE:** Social Science +1, Survival +2, System Operation (Command) +9, Tactics (Ground, Space) +5, **UNARMED COMBAT:** Self Defense +3

EDGES: Command 1, Fit, Keen Hearing, Promotion 3 (Subcommander)

FLAWS: Arrogant

PROFESSIONAL ABILITIES: Capable, Commanding Presence, Intrepid, Starship Duty

Additional Romulan Characters

DIPLOMAT: In addition to the standard diplomat, this character could be a senator, or senator's aid. He could bear a peace initiative for the Federation or Cardassians, or be a dupe in some new, elaborate invasion scheme.

ROGUE: Not everyone is happy with the Romulan way of life, though they're smart enough not to say so where others can hear. Some seek peaceful reunification with their distant Vulcan cousins, while others simply want freedom. These malcontents hide and conspire to change their society—and not all of them peacefully.

SCIENTIST: Romulan scientists are just as interested in learning about the universe as those in the Federation. Their aims, however, are less altruistic. Many don't want to expand the frontiers of knowledge, instead supporting the Romulan military-industrial complex.

ERAS

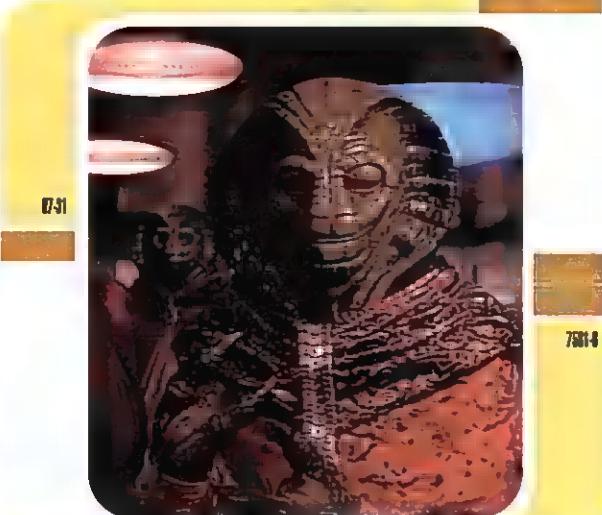
ENTERPRISE: The NX-class *Enterprise* inadvertently triggers first contact with the Romulans when the ship stumbles into a cloaked minefield. Matters only become worse when a Romulan ship arrives and orders the badly-damaged *Enterprise* to leave at once, with a crewmember still stranded on the outer hull performing repairs. While *Enterprise* manages to escape Romulan space without severe losses, the incident—with all communication performed over subspace radio—does not bode well for Human-Romulan relations.

TOS: After a long period of isolation, the Romulans attempt a return to the Galactic stage. They probe their border with the UFP by testing their new Romulan incursion craft, and destroy several Earth outposts in the process. Starfleet covertly sends the U.S.S. *Enterprise*, under Captain Kirk, to steal a cloaking device.

DS9: As it does other major powers in the galactic hemisphere, the Bajoran wormhole interests the Romulans, who see it as a way to expand to a previously unreachable quadrant. They loan a cloaking device to the Federation for use on the U.S.S. *Defiant*, in return for continued intelligence on the Gamma Quadrant. At the start of the Dominion War they sign a nonaggression pact with the Dominion, remaining intact while the Klingons, Cardassians, and Federation

suffer heavy losses (which was their plan). The Romulans are eventually drawn into the conflict after the *Tal Shiar* discovers evidence of a planned Dominion invasion. They are soon a significant force in the war, turning the tide in favor of the Alpha Quadrant.

VOY: As with other major spacefaring powers, the Caretaker may have abducted several Romulan starships, stranding them in the Delta Quadrant. Similarly, a wormhole, temporal rift, or dimensional vortex could maroon a Romulan ship far from the Beta Quadrant. The crew could try to get home, or they might try to establish a pocket empire similar to the Debrune.



SELAY

PERSONALITY

The average Selayan tends to alternate between being oblique and conniving or talkative and obsequious. They can be clever, and above all things look out for themselves. If conditions appear to be to their benefit, a Selayan will stick out his neck to get the job done, but not too far. Once circumstances turn against them, they either deny or redirect; if a Selayan believes he can do something, he'll follow through until it's no longer advantageous to do so. And once he backs out, he'll claim some misunderstanding, or deny he made any promises.

Selayans are extremely territorial, which may attribute their long-standing conflict with the other spacefaring species in the system, the Anticans. Males in particular display a ritual fighting style to try and intimidate rivals, rather than actually coming to blows.

PHYSIOLOGY AND APPEARANCE

Through some accident of evolution, the Selayans share characteristics of both humanoids and cobras (and unlike the Cardassians, retain much of their reptilian ancestry). Standing slightly taller than Humans, 2.1 meters tall on average, the Selay possess a distinctive vestigial hood, slitted eyes, and fangs. Their scales range in coloration from dark green to black. Like their lower order cousins, the Selayans cannot tolerate the cold and are most active when they are warm. Yet they also possess distinctive mammalian qualities—arms and legs, hands with opposable thumbs, and they reproduce by bearing live young.

HOMeworld

The Selian homeworld is one of two habitable planets in the Beta Renna star system. Their planet, of the same name, possesses a heavy gravity (1.22 G) and an oxygen-nitrogen atmosphere. Selay is a hot, humid world of dense forests. Humanoid visitors to Selay find the climate oppressive; count fatigue levels as one category of exertion higher (see pages 95-96 of the *Star Trek RPG Narrator's Guide*).

HISTORY AND CULTURE

The Federation first became aware of the Selay in 2364, when they petitioned the Federation Council for admission. Since first achieving spaceflight, the Selay fought a war with their neighbors, the Anticans, for reasons even they have forgotten. As the first Federation starship surveyed the Beta Renna system, they encountered a Selay starship. During this initial contact, the Selay learned of the Federation, and the Federation learned of the Selay conflict with the Anticans. As a condition of their membership, the Selayans were required to make peace with the Anticans, and a delegation traveled to Parliament aboard the U.S.S. *Enterprise-D* to negotiate an end to the hostilities.

Unfortunately, the negotiations didn't appear promising, as both sides demonstrated continued animosity towards each other. Protocol demands made by both sides required the two delegations to reside on separate decks, and shipboard security remained constantly vigilant in keeping the Selay and Anticans apart. Both diplomats bickered frequently with each other and crewmembers over practically every aspect of the voyage. At one point, it appeared as though the two delegations came to blows.

Once on Parliament, after several months of tedious negotiations, the Selay agreed to a treaty with the Anticans, and soon afterwards were granted Federation membership. The Selian government has violated their treaty with the Anticans several times, and each time the Federation has made clear the benefits (and responsibilities) of membership in order to reign them back in.

Society

The Selayans do not maintain close families. Males and females come together once a year to reproduce, with the male abandoning mother and child soon after birth. Mothers raise their young, eventually abandoning their children sometime during adolescence. Selayans are expected to fend for themselves afterwards.

Despite their inability to maintain strong social ties, and their propensity to uphold agreements only as long as they remain beneficial, the Selayans maintain a unified government. The Selayans practice a traditional Athenian democracy, in which every citizen votes on every action their government takes. They choose the leaders of their Central Committee based on who makes the most extravagant and attractive promises. Because all members of society register their opinion, everyone votes according to their own self-interest.

Selayan society is extremely independence-minded. They have a highly developed sense of autonomy, in which every Selayan is free to pursue whatever he or she wants, so long as it does not upset the social order. The Selayans tolerate rogues and refuse to extradite criminals as a matter of sovereignty. If the person commits no crime on Selayan soil, he is considered innocent. And, they note, the Federation charter gives preeminence to local law.

Because of their limited energy, Selayans do not like to engage in frivolous activities; they do not play sports of any kind, though they enjoy a complex boardgame called Thiss. Selayan society is geared towards results, with individuals pursuing activities that have measurable outcomes. They don't do anything "just because" and they require frequent rest.

Finally, Selayans prefer to take their meals alone. They consume various small prey animals bred solely for their consumption, which they like to kill themselves and swallow whole. Their architecture is angular and cyclopean, characterized by high towers and massive, irregular stone blocks.

LANGUAGE AND NAMES

The Selayans speak Corba, a language of hisses. They use only given names.

MALE NAMES: Ashaan, Eshoor, Saashaa, Tseedaan

FEMALE NAMES: Esseel, Seeshaan, Laashaa

FAVORED PROFESSIONS

Rogue and scientist. Motivated by personal desire, Selayans prefer the unrestricted life of the rogue. These characters try to get away with whatever they can, without upsetting the social order and thus attracting attention. Selayan rogues perpetrate so-called victimless crimes such as smuggling and fraud. The Selay pursue activities with measurable results

SPECIES ADJUSTMENTS: +1 Strength, -1 Agility.

Having evolved on a heavy gravity world from a mostly-cartilaginous species, Selay have strong, well-developed muscles. Their cold-blooded physiology tends to make them sluggish.

SPECIES ABILITIES

▷ **ACUTE SENSE OF SMELL:** Selayans have an acute sense of smell, and can follow a trail by using it. All Selayan characters gain the skill Observe (Track) at level 2, and are not affected by physical test modifiers for visibility (see Table 6.3: Physical Test Modifiers, *Star Trek RPG: Player's Guide*, page 101). They may treat this as a professional skill for the purposes of skill acquisition and advancement. The olfactory trail must be less than six hours old for a Selayan to successfully follow a trail.

Selayans can use their Sense of Smell to gather information about their environment, and automatically possess the specialty (Smell) for the Observe skill. Use the difficulty examples for the Observe skill when making Observe (Smell) tests.

▷ **FANGS:** Selayans possess retractable fangs they use to deliver venom. Selayan characters receive the skill Unarmed Combat (Fangs) +1, and cause 1d6+1 points of damage with a successful attack. With a successful bite attack, the character injects venom (Onset Time: 1d6 rounds, Effect: 1d6 damage, Stages: 1, Secondary Effect: Half rolled damage). Unlike their distant relatives, the cobra, they are unable to shoot their venom at their victim's eyes.

▷ **HEAT SENSE:** Selayans possess an unusual organ that allows them to sense heat, detecting presence, location, and temperature at a 90-degree angle from their front. This is not the ability to see heat, but to feel it. When making Investigate (Search) or Observe tests to detect warm-blooded creatures, Selayans gain a +1 species bonus. This ability does not work through solid barriers.

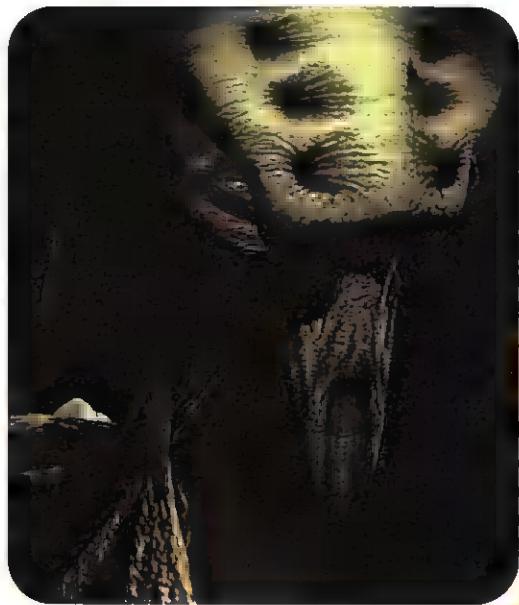
▷ **SUSCEPTIBLE TO COLD:** Selayans, like other reptiles, do not like the cold, and become lethargic when their body temperature drops. They suffer double the penalties for uncomfortable and extreme cold (see Table 6.3: Physical Test Modifiers, *Star Trek RPG Player's Guide*, page 101). Their bodies also produce less energy than mammals, and make Stamina tests to resist the effects of fatigue in half the base time (see Fatigue, page 246, *Star Trek RPG Player's Guide*).

ENCOUNTERS

Prior to their spacefaring era, the Selay remain confined to their semi-anarchistic territories of their homeworld. Even once they develop spaceflight technology, they remain insular due to their conflict with the Anticans. It's not until they become Federation members that they become involved in galactic politics and start showing up away from their homeworld.

Selay Scientist

This character engages in some form of scientific research, perhaps searching for a new form of energy or an improved propulsion system. The Federation sends the Crew to assess his invention's viability and arrange to acquire it. Motivated by self-interest, the Selian has invited others to make offers—the Ferengi, Cardassian, Orions, and perhaps even the Romulans. Whether or not the invention works is up to the Narrator.

ADVANCEMENTS: 6**ATTRIBUTES:** Agl 6, Int 10*, Per 8, Prs 10*, Str 6, Vit 10**REACTIONS:** Quik +1, Savv +2, Stam +2*, Will +2**DEFENSE:** 7; **Health:** 10**COURAGE:** 3**SPECIES ABILITIES:** Acute Sense of Smell, Fangs, Heat Sense, Susceptible to Cold**SKILLS:** Appraise +1, Computer Use (Retrieve) +8, Construct (Prototype) +7, **ENTERPRISE:** Administration +1, Investigate (Research) +4, **KNOWLEDGE:** Culture (Selay) +5, Knowledge: History (Selay) +4, **KNOWLEDGE:** Specific World (Selay) +6, **LANGUAGE:** Corba +5, **KNOWLEDGE:** Specific World +2, Negotiate +4, Observe (Smell, Track) +2, Persuade +4, Repair +2, **SCIENCE:** Space (Astrophysics, Subspace) +8, **SCIENCE:** Physical +4, System Operation (Sensors) +4**EDGES:** Contacts (Ferengi; Administration)**FLAWS:** None**PROFESSIONAL ABILITIES:** Secretive, Technophile

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SPECIES 8472**PERSONALITY**

Beings from fluidic space, the aliens of Species 8472 find our dimension confusing and threatening. Their concern stems both from a Borg invasion, its first contact with our dimension, and Voyager's temporary alliance with the Borg. In fact, the Federation worried it more than the Borg did, since Voyager managed to develop weapons that could cause Species 8472 a great deal of damage, and the Borg could not.

Species 8472 have little experience dealing with aliens. The only beings in their own dimension, the existence of other beings turned their reality on its head. Not inherently warlike, members of Species 8472 pride themselves on taking wise actions after considering all data and possibilities. They go to extreme measures to learn all they can about situations that effect them, considering as many ways to handle a situation as they can.

As the only race in its dimension, its members have little reason for extreme aggression, and they deplore violence. Of course, they are capable of extreme acts of violence, when necessary. This does not make Species 8472 a peaceful, enlightened race, however. They view their own genetic makeup as superior to any they have encountered in our dimension. Other people's inferior genetics make them impure and less worthy of life. They especially deplore weakness, which they feel makes others unclean.

Despite their inhuman appearance, Species 8472 reacts to many situations like Humans do. They have a



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knack for exploring and seek out knowledge wherever they can find it. They are capable of the same emotions as Human, seeking and giving love, enjoying friendships, and the like. Since their race has five genders, most find themselves capable of having loving relationships with many, though they often have romantic liaisons as couples.

PHYSIOLGY AND APPEARANCE

Capable shapeshifters, Species 8472 basic form is tripod, but with two arms. Standing upright, they average 10 feet tall. Extremely strong, they can tear through metal with ease. Their purple skin clings tight to their skeleton, and bony ridges protect their heart, brain and lidless eyes with their cross-shaped pupils. They lack noses and mouths, and their bodies have no need for oxygen or any form of respiration.

Species 8472 retain a great deal of control over their bodies. They can easily shift their shape and form, control their internal chemistry to the degree that they can commit suicide by releasing cellular toxins, and heal damage at an accelerated rate. They can also generate a bioelectric field that blocks most sensors.

Their most amazing features lie inside their bodies. They have internal sexual organs and require the participation of five genders in order to reproduce. They also have a unique genetic structure, a dense mixture of DNA and polyfluidic compounds. Their bodies react extremely quickly to foreign invasions, whether chemical, biological or technological. They destroy these invaders within seconds of contact. Their unique internal structures can withstand a substantial amount of damage. Thanks to their fluidic nature, their bodies have few vital spots. Damaging impacts tend to spread out across their bodies instead of concentrating in a small area.

HOMeworld

Species 8472 comes from a dimension of fluidic space that the Borg entered in an attempt to assimilate them. Whether the species has a "homeworld" as such is debatable—it's possible that Species 8472 simply evolved out of the polyfluidic matter that fills all space in their particular dimension.

HISTORY AND CULTURE

The Borg first encountered Species 8472 in 2373 and immediately sought to assimilate them for their advanced biogenic technology. Prior to that attack, Species 8472 faced no external threats, though internal conflicts sometimes split their society. This provided the impetus for their weapon development, though the race worked well in dealing with the Borg. Species 8472 spread out through Borg space, destroying their cubes, installations and even entire planets.

Their disgust with the impure beings they found in nonfluidic space grew, but it reached new heights

when the *U.S.S. Voyager* managed to repel their invasion force. Dealing with the Federation became an obsession, and the race devoted significant amounts of its resources to learning about this new threat. They even ignored the Borg in deference to their fear of the Federation. Many in their race still believe the Federation plans a devastating attack on fluidic space, but recent contact with *Voyager* did much to assuage such fears.

Despite the fluidic structure of its home and bodies, Species 8472 maintains a fairly rigid social hierarchy. Individuals follow commands from their superiors and rarely rebel, though past rebellions led to much of their superior weapons technology. One of their primary fears is that of losing their genetic integrity, and much of their organizational structure works to prevent that. Some fear that too much shapeshifting can affect this integrity, and many only change forms when they must.

LANGUAGE AND NAMES

Species 8472 never had reason to develop a spoken language, as its members shared their thoughts and feelings as needed. They do have a written language, though, and they use it to pass on their learning and teachings. Unable to speak, they have never learned other species' spoken languages, though they have little problem picking up other written languages.

As a purely telepathic race, Species 8472 never developed names. Instead they refer to each other by their most prominent traits, sometimes referred to as their telepathic signatures. Members of the species can detect subtle differences in telepathic communications, much like people can tell differences in voices. They use these to distinguish one another. They recently began using more traditional names as part of a plan to infiltrate Starfleet, and this habit may continue. When needing to identify themselves to creatures from other races, they can adopt names that fit their personas, generally taking a name from that race. Still, the use of names remains alien to them, and they even refer to their race as Species 8472 when dealing with aliens, never having had to name themselves before.

FAVORED PROFESSIONS

Rogue. The members of Species 8472 exploring our galaxy are among the race's most talented shapeshifters and investigators. As such, they have a variety of skills, primarily designed to facilitate their infiltration.

SPECIES ADJUSTMENTS: Agility +1, Strength +6, Vitality +3, Presence -3. In their natural form, individuals of Species 8472 are physically superior to humans but so alien (coming from a totally different dimension) that they simply lack any sort of common reference for dealing with nonfluidic species. When an individual of

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Species 8472 takes on another race's form, however, it takes on that race's species adjustments.

SPECIES ABILITIES

- ▷ **BIOELECTRIC FIELD:** This internally created field prevents most scans from working on Species 8472. Raise the TN of all scans against this species by +10.
- ▷ **BONUS EDGE: INCREASED RANGE:** Species 8472 members automatically possess the Increased Range edge, but only for Telepathy (see the Star Trek RPG Player's Guide, page 135).
- ▷ **BONUS EDGE: PSIONIC:** Species 8472 members automatically possess the Psionic edge (see the Star Trek RPG Player's Guide, page 136).
- ▷ **CELLULAR REGENERATION:** Species 8472 heals a wound point per hour of rest instead of one per day.
- ▷ **FLUIDIC TELEPATHY:** Species 8472 gains Telepathy 6 at no cost and can treat that skill as a professional skill for the purposes of skill selection and advancement. They can only use this ability to communicate and send thoughts, however. They cannot read thoughts.
- ▷ **INFECTIOUS:** If their attacks cause damage, Species 8472 infects their targets with an especially virulent disease. Tendrils sprout from the infected body and the disease can kill the target within hours. Modified Borg nanoprobes are the only known cure. (See pages 223-225 of the *Star Trek RPG Narrator's Guide*.) Onset: 10 minutes; Potency: +10 TN; Diagnosis: +5 TN; Treatment: +12 TN; Effect: Victims suffer 1d6 damage every 10 minutes, as their bodies suffer cancerous, explosive growth and death.
- ▷ **INTERNAL POISON (CELLULAR TOXIN):** Members of Species 8472 can kill themselves with but a thought.
- ▷ **NATURAL CELLULAR RESISTANCE:** The fluids in Species 8472's body attack any foreign entity that gets past their cellular membranes. They gain a +10 bonus to resist any poisons or similar invaders, and gain a new resistance roll at each onset period (so, for a disease with an onset time of 10 minutes, Species 8472 gains a new resistance roll every 10 minutes). Species 8472's cellular resistance can be surmounted by specially modified Borg nanoprobes, though.
- ▷ **NO RESPIRATION:** Species 8472 does not breathe and they are completely immune to inhaled gases, poisons, and the like.

▷ **SHAPE MANIPULATION:** Species 8472 members use technology to change their shapes at will, though they must be familiar with the shape they are taking for it to be a good reproduction.

▷ **TEMPERATURE INVULNERABLE:** Species 8472 can survive everything from the cold of space to excessive heat, though absolute zero and temperatures as extreme as a sun's can kill them.

ENCOUNTERS

Once unknown in this galaxy, Species 8472 infiltrators spread out through Delta Quadrant, though their incredible ability at shape shifting means no one has any idea how many reside in our dimension. Since dealing with the Federation became their top priority, they may appear anywhere they believe they can learn. Species 8472 infiltrators may surface in any form, either trying to learn about the Federation by infiltrating it, or by dealing with its enemies. Prior to the Borg encounter with fluidic space, though, Species 8472 remains locked away in its own dimension, and only would encounter "normal" space through extraordinary means (such as the intervention of an ultrapowerful entity).

Species 8472 Infiltrator

This rogue joined the force established to infiltrate Starfleet and spent time training on a Species 8472 terrasphere in the Delta Quadrant. When the *U.S.S. Voyager* encountered the terrasphere, the rogue had already become skilled in mimicking nonfluidic life forms. A peace conference at the terrasphere delayed planned deployment but heightened interest in the Federation. Now infiltrators of this sort might be found anywhere in the galaxy, examining the different life forms in nonfluidic space.

ADVANCEMENTS: 1

ATTRIBUTES: Agl 7*, Int 7*, Per 7, Prs 6, Str 15, Vit 10

REACTIONS: Quik +1*, Savv +1, Stam +4, Will +1

DEFENSE: 8

HEALTH: 10

COURAGE: 3

SPECIES ABILITIES: Bioelectric Field, Bonus Edge: Increased Range (Telepathy), Bonus Edge: Psionic, Cellular Regeneration, Fluidic Telepathy, Infectious, Internal Poison (Cellular Toxin), Natural Cellular Resistance, No Respiration, Shape Manipulation, Temperature Invulnerable

SKILLS: ARMED COMBAT: Simple Weapons +5, Athletics +4, Demolitions +1, First Aid +1, Gaming +1, **KNOWLEDGE:** Culture (Ferengi, Gorn, Human) +2,

KNOWLEDGE: History (Federation, Gorn) +2,

KNOWLEDGE: Politics (Cestus III, Federation) +1,

KNOWLEDGE: Religion (Human, Gorn) +2, **KNOWLEDGE:** Specific World (Cestus III, Gorn) +2, **LANGUAGE:**

Federation Standard +1, LANGUAGE: Ferengi +1, Language: Corn +2, Inquire (Interrogate) +1, Observe (Listen, Spot) +3, RANGED WEAPONS: Archaic +1, RANGED WEAPONS: Energy +5, Repair +1, Survival +2, Tactics (Ground) +1, Unarmed Combat: Brawl +2
EDGES: Fit, High Pain Threshold
FLAWS: None
PROFESSIONAL ABILITIES: Scoundrel's Fortune

ERAS

ENTERPRISE, TOS, TNG, DS9: Prior to the Borg incursion into fluidic space, Species 8472 is the only significant life-form in its own dimension. It has little competition other than internal strife and no impetus to explore other dimensions.

VOY: Once Species 8472 encounters Voyager, it becomes intensely interested in non-fluidic space. The potential for Federation technology to destroy all life in the fluidic dimension represents a threat on a scale that the species never before encountered. In this era, members of Species 8472 spread throughout all quadrants of the galaxy, disguising themselves as various other races in order to learn about the potential dangers of non-fluidic entities.



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SULIBAN

PERSONALITY

Thoughtful and reserved, the Suliban are more than aware of the prejudice that surrounds them thanks to the actions of a few. Their nomadic lifestyle has made them dependent upon other species for assistance, not something that the Suliban find comfortable. Those unable to come to grips with their 300-year Diaspora turn to the Cabal for leadership. Cabal members are deceitful, cunning, and arrogant, showing little regard for life.

PHYSIOLOGY AND APPEARANCE

Most Suliban are slender and wiry, just slightly shorter and slimmer than a Human. Their skin ranges from a light to dark green tone with a mottled texture that gives them a somewhat reptilian appearance. They have no body hair and when distressed, their skin alters its pigmentation slightly. All Suliban have excellent night vision.

HOMEWORLD

Over 300 years ago the Suliban homeworld became uninhabitable, forcing the Suliban to begin their nomadic existence, settling on several worlds throughout the adjoining sectors. Many found their way to worlds such as Rigel or Tandar Prime, but in some instances, such as with the Tandarans, they found acceptance for only a short time.

HISTORY AND CULTURE

Little is known of Suliban history. Some 300 years ago, the Suliban homeworld suffered some kind of catastrophe that rendered it uninhabitable; it remains unknown the precise nature of this calamity. Since then, Suliban refugees made their way to several surrounding sectors and systems, and integrated themselves into the local culture.

In 2151, Humans made first contact with the Suliban, in the form of a group calling itself The Cabal. The Cabal attempted to destabilize the Klingon government by fomenting civil war. When a Klingon operative uncovered evidence of the plot, they attempted to assassinate him by attacking his vessel as he raced back to the Klingon homeworld. The ship crashed in Oklahoma, on Earth, and Starfleet escorted him the rest of the way under the protection of the NX-01 Enterprise. Further attempts to kill the operative failed, and the High Council was made aware of Suliban meddling.

Subsequently, Starfleet learned that the Suliban ruling authority had entered into a bargain with a mysterious force from the future. This future patron provided the Suliban with genetic enhancements far beyond the capabilities of Starfleet or even the Vulcans at the time. No one, aside from their shadowy masters from the future, knew to what end the Cabal worked. The ramifications of this Temporal Cold War have not yet been identified.

Society

Because of their nomadic nature, the Suliban lack any coherent government or ruling authority. The one notable exception is a militaristic faction known simply as "the Cabal." While their true motives remain a mystery, the Cabal appears to be organizing Suliban to form an elite fighting force, using advanced genetic manipulation from the future to enhance their abilities.

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For whom or what they fight for in this "Temporal Cold War" still remains to be seen.

Not all Suliban share the aggressive tendencies of the Cabal, and in fact only wish to lead normal and productive lives. Many Suliban now find themselves ostracized by other species as widespread rumors of genetically enhanced, slithering warriors murdering people in their sleep spread unchecked. On at least one world, Tandar Prime, Suliban citizens have been rounded up into internment camps so as to keep a closer eye on them. The Tandarans claim that such actions, even though Suliban families have been ripped apart, are for the Suliban's "own good."

LANGUAGE AND NAMES

The Suliban speak a native tongue, Silliska, but often learn the language of their adopted home as well. Suliban only have given names.

MALE NAMES: Danik, Sajen, Silik

FEMALE NAMES: Narra, Sarin

FAVORED PROFESSIONS

Merchant or rogue. Most Suliban lead normal, peaceful lives, though their ability to adapt to most environments, especially after becoming genetically enhanced, also makes them formidable spies or soldiers. Toward this end the Cabal takes willing Suliban dissatisfied with their nomadic existence and enhances their abilities to fight in a "Temporal Cold War."

SPECIES ADJUSTMENTS: +1 Agility, -1 Presence. Their lithe forms make Suliban more agile than the average Human. Because their green mottled skin and general jumpiness makes them distinctive, Suliban must typically overcome a poor first impression.

SPECIES ABILITIES

▷ **ADAPTABILITY:** The Suliban metabolism is highly adaptable, allowing them to feel at ease in a variety of environments, halving physical test penalties resulting from temperature or environment. They also gain +2 to Stamina tests to resist the effects of disease and poison.

▷ **BONUS EDGE: NIGHT VISION:** Their ocular muscles are exceptionally sensitive, allowing Suliban to see clearly in darkness. Ignore physical test penalties resulting from lighting (but not visibility).

▷ **GENETICALLY ENHANCED:** Suliban who work in the service of the Cabal are genetically altered to make them superior. This technology is highly advanced, originates from the future, and can be added and removed as their duties demand. At the start of any mission, Suliban working for the Cabal select three of the following enhancements (or as dictated by their superiors):

SULIBAN GENETIC ENHANCEMENTS

- ▷ **BIOMIMETIC GARMENTS:** A special garment that gives the Suliban the ability to alter their coloration and blend into nearly any environment perfectly. Make a successful Stamina test (TN 10) to receive a +5 to all Stealth tests for the current scene. The character cannot be detected with sensors or hand scanners. This is a free action.
- ▷ **BRONCHIAL ADAPTATION:** Grants the ability to breathe any atmosphere, such as methane, without penalty. Can also survive in a vacuum for a number of minutes equal to the character's Vitality score.
- ▷ **CELLULAR METAMORPHOSIS:** Agents can control their tissue on a cellular level, allowing them to adjust their mass, bend around corners, or slither underneath door openings. Varying mass is a full-round action.
- ▷ **COMPOUND RETINAS:** The Suliban can see in both the infrared and ultraviolet light bands. Range is equal to normal vision.
- ▷ **ENHANCED PHYSIQUE:** Add +2 to either the character's Agility, Strength or Vitality score. Can be selected more than once, but only once per attribute.
- ▷ **PEROMONE SENSING:** If an agent is within close proximity of a target (less than one meter), they can attempt a TN 15 Savvy test to determine if the target is lying. Lower this to TN 10 if the Suliban can initiate physical contact. Use of this ability requires three full-round actions of preparatory time and the ability to smell the target.
- ▷ **PIGMENT SACKS:** The Suliban can adjust their appearance to look like most humanoid life forms. Suliban with this enhancement gain a +5 bonus to Impersonate tests.

▷ **NOMADIC:** Suliban who aren't members of the Cabal must survive in a difficult, nomadic lifestyle. Persecution is common and most Suliban must learn a wide range of skills just to survive. Non-Cabal Suliban gain one free level of three skills, chosen from Armed Combat, Athletics, Conceal, Craft, Stealth and Survival. Furthermore, the Suliban may choose any one of these skills to advance as a professional skill.

Suliban Saboteur

This character is an operative for the Cabal. The Crew might encounter him attempting to infiltrate the Vulcan High Command or Starfleet Command, either on a mission of assassination or disinformation. His mission might be to "be at the right place at the right time," to change the course of history at a vital time.

ADVANCEMENTS: 6

ATTRIBUTES: Agl 15*, Int 8, Per 10*, Prs 5, Str 6, Vit 8

REACTIONS: Quik +4*, Savv +2, Stam +1, Will +1

DEFENSE: 11

HEALTH: 8

COURAGE: 3

SPECIES ABILITIES: Adaptability, **BONUS EDGE:** Night Vision, Genetically Enhanced (Biomimetic Garments), **ENHANCED PHYSIQUE:** Agility; Pigment Sacks)

SKILLS: **ARMED COMBAT:** Simple +2, Computer Use (Sabotage) +4, Conceal +5, Demolitions (Sabotage) +5, **ENGINEERING:** Systems +1, Impersonate +6, Influence (Intimidate) +5, **KNOWLEDGE:** Specific World (Tandar Prime) +2, Observe (Spot) +3, **RANGED COMBAT:** Energy Weapons +3, Sleight of Hand +2, Stealth (Sneak) +8, Streetwise +3, System Operation +1

EDGES: Night Vision, Shrewd, Skill Focus (Furtive)

FLAWS: Flat-footed

PROFESSIONAL ABILITIES: Lurking in Shadows, Sabotage (Computer Use, Demolitions), Scoundrel's Fortune (Impersonate)



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TALAXIANS

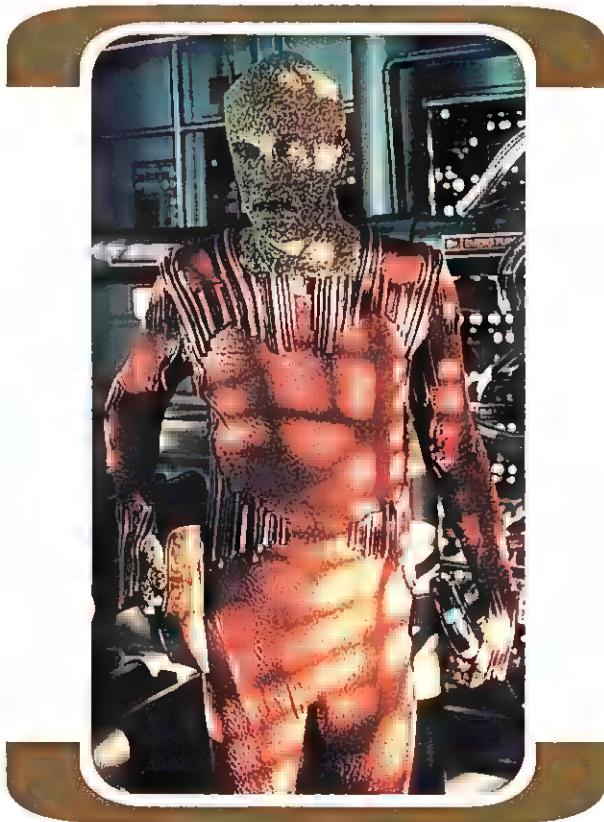
PERSONALITY

The average Talaxian is kindhearted, generous, and optimistic. They believe in the basic goodness of most sapiens, and assume everyone they meet is a potential friend; until, of course, circumstances prove them wrong. This does not make Talaxians naïve, however. Evil exists in the Galaxy, to be sure, but prior to the Haakonian War Talaxians didn't make value judgments based on appearance or first impressions.

Their experiences as a result of the Haakonian War, however, forced many Talaxians to rethink their philosophy. Survivors of this conflict have become bitter, aggressive, and suspicious. They tend to assume the worst in almost any encounter—alien merchants are out to cheat, visiting starship officers arrive to conquer, diplomats cannot be trusted. Those who threaten Talaxian society are often met with aggressive resistance, and a few Talaxians believe in the concept of pre-emptive strike.

PHYSIOLOGY AND APPEARANCE

Standing roughly 1.6 meters in height, Talaxians are shorter and lighter than Humans. Their craniums are slightly elongated, with a prominent ridge running over the top of their heads from their temples to the base of their skulls. Both sexes sport prominent, short tufts of hair starting at the crown and fantastically bushy eyebrows; long hair also grows along the jaw



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line of males. Large brown or black spots cover their bodies, except for their faces, chests, and palms.

Internally, the only noteworthy physiological point concerns the Talaxian respiratory system—it is linked directly to multiple points along the spinal column, making lung transplants difficult.

HOMEWORLD

Talax orbits a trinary star system, consisting of Jovax (a Type M7 V star), Zovex (a Type F7 V star) and Prelix (a Type M5 V star). It is the seventh of eleven planets, joined by a Class-Y planet in close orbit, several Class-K planets, and a single Class-J gas giant. The Talax system is rich in various resources—deuterium, duranium, uridium ore, and rodinium. This, along with its location along a major trade corridor in a densely populated region of space, makes Talax strategically important.

The Talaxian homeworld is remarkably similar to Earth, with slightly less gravity (0.85G), but Earth-like density and atmosphere. The majority of the planet's three landmasses are covered with antediluvian forests. Between towering mountains and wide, flowing rivers, a carpet of green covers much of the world. Temperature ranges from 30 degrees centigrade at the equator to 0 degrees at the poles; the majority of the climate remains temperate across the latitudes. A sole moon, Rinax, orbits the planet, and possesses its own, life supporting atmosphere.

HISTORY AND CULTURE

The Talaxians may be one of the oldest space-traveling species in the Delta Quadrant, or at the very least in their region of space. Upon acquiring warp drive technology, the Talaxians established several mining colonies in their system and trade colonies in neighboring systems. As happens so often with historical turning points, a single event altered the course of Talaxian history, and transformed their society—the Haakonian War.

The Tree Conflicts

Long ago, during their prehistoric days, the Talaxians fought a period of brutal wars that would come to be known as the Tree Conflicts. Fought between extended families over feeding territory, the battles consisted mostly of small-scale skirmishes between tree-colonies. Savage warriors armed with primitive clubs, bow and arrow, and claw-like weapons called vrax, frenziedly leapt from branch to branch to defend their claims over the most luscious fruit trees. The strongest tribes asserted their dominion over wide swaths of the largest, healthiest, and most productive trees, while smaller, less-viable families eventually died out.

As the Talaxians learned to modify their environment by cutting down smaller trees to create agricul-

tural land, these wars became less frequent. There has not been a domestic conflict on Talax since.

The Haakonian War

By 2346, the Talaxians had established themselves as interstellar merchants, trading their system's resource wealth with neighboring systems, and their world as a center of commerce. In this year, the Talaxians became involved in a dispute over certain territories and trade rights with the Haakonian Order, a government in a neighboring sector.

For ten years, the two sides fought, both so evenly matched neither could obtain an advantage. In order to break this stalemate, the Haakonians deployed a horrific weapon called the metreon cascade. The weapon reacts violently with oxygen-nitrogen atmospheres, causing a violent firestorm that incinerates the landscape in a chain reaction. The resulting intense heat vaporized more than 300,000 inhabitants of Rinax, Talax's sole moon. Those who survived the initial blast suffered from metremia, a lethal, degenerative blood disease caused by exposure to high concentrations of metreon isotopes. The disease attacks the victim at the molecular level, causing the body's atomic structure to undergo fission, and eventually claimed the life of tens of thousands of Talaxians.

The Talaxian government sued for peace the day after the weapon's use, surrendering unconditionally and agreeing to humiliating terms; the Talaxians were left impoverished and weakened. The Haakonians established a puppet government propped up largely by Haakonian might and the threat of further metreon cascade attacks. Talaxian colonies became protectorates of the Haakonian Order, and were made to supply the Haakonians with limitless natural resources, leaving them environmentally exhausted. Although many Haakonian citizens came to regret deploying the cascade weapon, this did little to encourage the government to surrender its substantial influence over Talax. And the Talaxians haven't been the same since.

Society

Talaxians had a rich, highly developed culture. Their world became a center of commerce and art, with Talaxians fanning out through surrounding sectors and visitors from neighboring systems traveling to Talax. As with most highly-advanced, economically rich civilizations, the Talaxians developed sophisticated philosophies. Jirex, a writer and poet, and regarded by Talaxians as their greatest thinker, is just one example. His precisely crafted poems, poignant short stories, and masterful novels not only display a refined command of Talaxian cultural motifs and language, but also advance his moral teachings.

Family

There is no more important thing in the universe to a Talaxian than family. Family ties remain strong, no matter the parsecs separating relatives. With the large number of family-related holidays, and the extended nature of Talaxian families, it's a wonder anything ever gets done. Talaxians travel across the light-years to celebrate family in a holiday called Pixin, which involves entire families getting together once a year to bring each other up to date on their lives. Talaxians eat, drink, and update everyone on the previous year, the changes that have occurred, and their effects.

When a family member dies, Talaxians mourn for a full week after burying the deceased in an elaborate ceremony. Orphans are almost always adopted by the closest living relative, and raised with a strong sense of their parents. Those without parents, due to tragedy or age, are treated with a certain degree of pity. Jaxan is a holiday reserved for remembering ancestors. When the last parent dies, the funeral is prolonged into a month-long affair. Uncles, aunts, cousins, second cousins, in-laws, and so on make great pains to visit the grieving party and reminisce about the deceased. In the case of a Talaxian with no surviving relatives, even neighbors adopt the survivor, integrating him or her into their own family.

Marriages, the joining of two families into one, are occasions for great celebration. Even the poorest Talaxian families make weddings extravagant, extended affairs. The birth of a child, adding to the family, calls for even greater celebrations. Relatives travel across light-years to attend the child's Tixin, or unveiling ceremony (in which the child is presented to the entire extended family).

Devotion to family has a dark side, however, in the guise of the Talaxian vendetta, or Texos. A relative who meets with a violent end must be avenged. More than a few poems and short stories describe visits by restless and vengeful spirits appearing to exhort a relative to demand satisfaction. Many Talaxians would like nothing more than to see the Haakonian general who authorized the use of the metreon cascade weapon assassinated.

Finally, Talaxian society is highly social. The average Talaxian likes to talk about almost anything—the weather, the health of friends and family, recent events, the most recent book they've read, and on and on. Prior to a meal, it is tradition to share its history—where the recipe originated, the procurement of the ingredients, fond memories associated with the meal—as a way of enhancing the culinary experience. Similarly, it's custom for Talaxians to inquire into a person's personal life in even the most mundane encounter, to be polite; those who balk at this as being nosy are seen as rude and uncivilized.

Religion

Given Talaxian origins in the antediluvian forests of Talax, it is no surprise that trees play a large role in Talaxian mythology and religion. Talaxians do not believe in a supreme being or beings responsible for creating the universe. They possess no creation myth, nor do they believe they were fashioned in the image of some divine being. They instead hold to a disarmingly simple philosophy—that the real world is but an echo or shadow of a higher reality.

In Talaxian mythology, the Great Forest is the promised place of blissful happiness and supreme peace, a beautiful place filled with sunlight, sweet water, and the most wonderful trees one can imagine. It is the archetypical forest, the model for all other forests in the living world. Here, the departed are reunited with their ancestors. A large, beautiful tree known as the Guiding Tree stands at the center of the Great Forest. They believe the tree helps guide the dead to the afterlife, and it is a gathering place where the departed is met by their ancestors and loved ones upon first arriving in the afterworld. There is no hell in Talaxian mythology, other than being banished from the Great Forest.

LANGUAGE AND NAMES

Talaxians speak their own language of the same name, though they often learn the languages of those with whom they most frequently interact. They commonly use only their given name.

MALE NAMES: Arellax, Jirex, Laxeth, Neelix, Paxim, Skorex, Wixiban

FEMALE NAMES: Alixia, Elnexa, Jaxara, Marexa, Pixa, Sumaxa

FAVORED PROFESSIONS

MERCHANT. Talaxians interact well with other species, making it easy to trade with them, and Talax has many natural and Talaxian-made resources other species desire.

SPECIES ADJUSTMENTS: +1 Agility. Talaxians are very agile, a result of their arboreal environment and marsupial natures.

SPECIES ABILITIES

▷ **AMIABLE:** Friendly and outgoing, Talaxian characters gain a +2 species bonus to Influence (Charm) skill tests.

▷ **BONUS EDGE: NIGHT VISION:** Evolving on a world covered by dense forests, and a result of their marsupial-like ancestry, Talaxians possess good eyesight. All Talaxians possess the Night Vision edge.

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- ▷ **DUBIOUS:** As a result of the Haakonian War, many Talaxians assume the worst of others, and view outsiders suspiciously. All Talaxians gain a +1 species bonus to their Savvy reaction.
- ▷ **GLIB:** Talaxians have a natural gift for gab, and mingle well with just about anyone in the Galaxy. All Talaxian characters gain a +2 species bonus to Inquire (Fraternize) skill tests.
- ▷ **WELL-VERSED:** Talaxian culture encourages diplomats and merchants, and their natural affinity for interacting with other species gives Talaxian characters a +1 skill test bonus to any skill in the Enterprise skill group (Administration, Business, Streetwise). Select the appropriate skill at the time of character creation.

ENCOUNTERS

It can be difficult to justify the appearance of a Talaxian in most Star Trek RPG series, as they mostly likely take place in the Alpha and Beta Quadrants. Series set in the Delta Quadrant can easily include Talaxians. In the scattering at the end of the Haakonian War, Talaxian diplomats, soldiers, and scientists spread throughout the Delta Quadrant, finding new homes for themselves; characters in that region could encounter a Talaxian just about anywhere. Nevertheless, a Talaxian could find his or her way to the Alpha Quadrant by accident—a chance encounter with a wormhole, a subspace rift, a cruel joke by the Q, or an ancient colonization effort by generational starship.

Talaxian Mercenary

A veteran of the Haakonian War, this character is cynical, suspicious, and aggressive. In the Delta Quadrant, she might be found as a bodyguard for a Talaxian merchant, or resisting the puppet government on Talax. In the Alpha or Beta Quadrants, she is an oddity, just another alien face in the crowd at a starbase bar, a member of some little-known species or a refugee of some interstellar disaster. She might try to make her way home, or make her way in the quadrant in a variety of jobs.

ADVANCEMENTS: 9

ATTRIBUTES: Agl 12*, Int 8, Per 10*, Prs 6, Str 10, Vit 5

REACTIONS: Quik +3*, Savv +3, Stam +2, Will +1

DEFENSE: 10

HEALTH: 7

COURAGE: 3

SPECIES ABILITIES: Amiable, Bonus Edge: Night Vision, Dubious, Glib, Well-Versed (+1 Streetwise)

SKILLS: Appraise +1, **ARMED COMBAT:** Talaxian Traditional Weapons (Vraxa) +4, Athletics (Jump) +4, Computer Use +2, **CRAFT:** Weaving +2, Demolitions +5, First Aid +3, Gaming +2, Inquire (Fraternize) +3,

Investigate +4, Negotiate (Bargain) +3, Observe (Listen) +6, **RANGED COMBAT:** Archaic Weapons +3, **RANGED COMBAT:** Energy Weapons +8, Survival +3, **UNARMED COMBAT:** Brawling +4

EDGES: Bold, Night Vision

FLAWS: None

PROFESSIONAL ABILITIES: Combat Leader, Ground Tactics, Recon, Reconnaissance

Additional Talaxian Characters

DIPLOMAT: This character could represent the Talaxian government in political or trade negotiations, or she might offer her services on a freelance basis. As a representative on behalf of the Haakonian Order, she might be the target of Talaxian assassins out to eliminate collaborators.

EXPLORER: A refugee from the Haakonian War, the explorer travels the Galaxy in his rattle-trap starship, trading goods for a bit of dilithium, befriending aliens, and generally leading a vagabond's life. He may be a source of exotic, anachronistic technology ("I don't know where I got that Iconian dolmen") or require rescuing from some belligerent species.

MYSTIC: A cleric spreading the gospel of the Great Forest, or philosopher advancing a particular philosophy (liberal democracy, love conquers all, do unto others...). He or she might tend to a group of exiled Talaxians, or set herself up as a holistic healer.

ROGUE: A Talaxian rogue might make his way as a con-man, perhaps posing as a reputable merchant only to sell fakes and sub-standard goods. Alternatively, he may hold a grudge against a particular Haakonian (a war criminal? A general?), and plot to assassinate him.

VRAX

SPECIFICATIONS: 40 cm long; 2 kg

DESCRIPTION: These are four long, wooden claws sharpened to wicked points and worn over the back of the hand. The weapon leaves distinctive parallel slashes. With the discovery of metal-working, vrax blades were later made of steel. At least one Talaxian assassin operating in the Teldar Expanse near the Haakonian system is known to employ vrax as his weapon of choice.

RULES: Worn in pairs, the weapon is wielded in a spinning, whirling martial art known as vraxa. Players who wish to give their Talaxian characters this skill should take **Armed Combat: Talaxian Traditional Weapons (Vraxa)**. This style confers a +2 Defense bonus because it makes practitioners harder to hit.

PARRY MODIFIER: +1

DAMAGE: 2d6+6

ERAS

ENTERPRISE: The Talaxians are at the apex of their power and influence throughout the region. The central location of their world—Talax is a center of commerce and art for the systems within 15 light years—makes them ideal traders and diplomats. Rather than abuse their influence, the Talaxians are content to live and let live.

TOS: The Talaxians continue to spread their influence throughout surrounding sectors. They establish a loose mercantile empire, with outposts on several major worlds, and numerous colonies and mining concerns. They become embroiled in a dispute over territories and trading rights with the Haakonian Order, and fight a ten-year-long war (2346-56)

TNG: DS9: VOY: Beaten and humiliated after their loss to the Haakonians, the Talaxians adjust to life under a benevolent, but despotic, government. The Haakonians establish a puppet government that not only accedes to their original territorial demands, but also caters to their every whim. Consequently, many Talaxians have either fled their world to make their way in the Galaxy, or live lives of quiet desperation in the shadow of their once-great accomplishments.



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0040 TALOSIANS

PERSONALITY

A slowly dying race, Talosians can go to extreme lengths if they feel their survival is at stake. Talosians often seem desperate, lonely, or frustrated to Humans, possibly since continuous lives of illusion have sapped their ability to truly connect as equals. Generally cool, proud, and distant (a common emotional requirement

among psionic species), Talosians can be fiercely protective of beings they have “adopted” or consider their property while at the same time callously disregarding those beings’ true feelings or interests.

PHYSIOLOGY AND APPEARANCE

The Talosians are smaller and thinner than the Human average, reaching no taller than 1.5 meters in height or 50 kilograms in weight. Talosians have enormous heads, which contain their highly developed brains without bony skulls. Many Talosians appear frail and wispy, or even unnaturally aged.

HOMeworld

Talos IV was once a Class-M world, but in the long-term ecological aftermath of a horrific planetary nuclear war it is slowly turning into a Class-K planet. It remains under quarantine and interdict by the Federation; approaching Talos IV is the only death penalty offense in Starfleet regulations, under General Order Seven.

HISTORY AND CULTURE

The Talosians are all that remains of a once-flourishing civilization which destroyed itself in a global atomic cataclysm. The survivors retreated to an underground cavern complex, where they took refuge in illusions created by sophisticated machines similar to Federation holodeck technology. However, the psionic Talosians (possibly mutated by the atomic radiation) used these devices to develop illusion-creating powers on their own; their society now exists solely to nurture, maintain, and elaborate on their illusionary fantasy lives.

ENCOUNTERS

Encountering Talosians will be difficult; the circumstances would have to be more important than obeying General Order Number Seven for Federation characters, and other characters would have to slip past the Starfleet blockade. Of course, a curious Romulan spy or Ferengi mercenary might try to find out what secret the Federation is guarding so desperately on Talos IV—and the Talosians might plant false memories or rumors of super-technology, secret shipyards, or latinum mines to draw in new victims! The Talosians have also impersonated Starfleet officials before; for some malign purpose of their own, they might “order” a Crew to proceed to Talos IV and rendezvous with an illusionary starship on “interdiction patrol”.

LANGUAGE AND NAMES

Talosians speak Talosian among themselves; their telepathy allows them to mentally project any language known by a subject.

Talosians now use only their titles, which they pass down from generation to dwindling generation.

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TALOS IV AND THE TALOSIAN MENACE

As seen in "The Menagerie" (ST: TOS), Talosian illusions are so powerful that it's possible for a visitor to never realize that anything is amiss. So dangerous did Starfleet consider this that the existence of Talos IV led to the creation of General Order 7—visiting Talos IV was a death-penalty offense, the only known capital crime in the Federation at the time.

For a Narrator who truly wishes to play with the minds of the crew, it's possible that any event in an episode could be a Talosian illusion. But why would the Talosians interfere? Their society is devastated, their people dying—a Talosian might see the crew as the only chance at rebuilding something. Or a Talosian might decide that it wants to leave its homeworld to find some place new to settle. The trick here lies in making sure that the crew have a real chance to penetrate the Talosian illusions and accomplish something meaningful; if the players decide "Nothing we do is real, so we won't do anything," the game comes to a quick halt.

In "The Menagerie," Captain Pike discovered the nature of the Talosian illusions because too many elements just didn't quite make sense. Like a holodeck adventure, small elements out of place can key the crew to the fact that things are not what they seem.

For a twist, the Talosian illusions might be used as a means to help the crew—perhaps so that they don't realize some fact that could prove dangerous, or to keep them from going someplace where they might wind up in trouble. In this case, the crew have the added plot twist of figuring out what they should be doing, after they realize that the scenes before were illusions.

TALOSIAN NAMES: The Keeper, The Minder, The Preparer, The Sender.

SPECIES ADJUSTMENTS: +2 Intellect, -4 Strength, -4 Vitality. Talosians have powerful brains, but the atomic war and their dwindling gene pool have severely weakened and atrophied their bodies.

SPECIES ABILITIES

- ▷ **BONUS EDGE: PSIONIC:** Talosians automatically possess the Psionic edge, with a beginning Psi attribute of 8, rather than 4.
- ▷ **ILLUSION ADDICTION:** Talosians are addicted to illusions, as the Addiction 3 trait on page 139 of the *Star Trek RPG Player's Guide*.
- ▷ **PSIONIC ILLUSION:** Talosians have learned to project their illusions psionically into the minds of other beings (including their own, and those of other Talosians). More powerful and real-seeming than

even holodeck creations, Talosian illusions can convince a wheelchair-bound cripple that he is walking or running. Treat this ability as a skill, starting at level 1, which can be advanced as a profession skill. Sending an illusion to another mind has a TN 5 if the recipient is not suspicious, and the illusion fulfills his general expectations. Against unwilling, hostile, minds, or for fantastic illusions, treat the projection as an opposed test against the recipient's Willpower reaction or Mind Shield skill.

▷ **VASTLY INCREASED RANGE:** Talosian psionics treat each additional light-year from their world as an additional extended range increment; using Table 6.11 on page 81 of the *Star Trek RPG Narrator's Guide*, Talosians could affect a starship 4 light-years away at only a -12 to TN (-4 for long range, plus -8 for 4 light-years at -2 each). At the Narrator's discretion, this ability may require the use of the ancient illusion-creating machines in the Talosian subterranean city.



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TELLARITES

PERSONALITY

Tellarites tend to have personality extremes, be they extremes of happiness, irritability, heroism, passivity, or anything else. Other members of the Federation find this tendency amusing, irritating and often bizarre, but the Tellarites' many good qualities more than make up for it. For instance, a Tellarite diplomat might get so involved in arguing that some

people only think of him as a nonstop debater. Only later do they realize that his questions and counterpoints often make them consider problems in new ways and develop unique solutions.

Such behavior might also stem from the Tellarites' hatred of the unexplained. Tellarites who find themselves confused or out of place may ask more questions about the situation than would a three-year-old Human. This need to know serves them well in their professions, especially for those who become engineers and scientists. It also means they spend large amounts of time working on problems that other people consider inconsequential. While such tendencies can be annoying, they also make the Tellarites ideal for problems that require fastidiousness and attention to detail.

While Tellarites can run to extremes of cheerfulness, jocularity, enthusiasm and the like, they rarely become incredibly indolent. Despite their girth and pig-like appearance, they are physically active by proclivity. Naturally energetic, they take great pride in accomplishment, no matter how minor that accomplishment might be. Like most beings, they enjoy having their achievements recognized, though vanity does not rule their race.

Tellarites especially admire deeds that help ensure their own security. Tellarite's rarely enjoy finding themselves at the whims of chance. They always want a backup plan, like to know that someone else is watching their backs, and hate to operate without a safety net. Part of the reason they so willingly embraced the Federation was the additional security it could provide them. Some say this also helps explain their desire for extreme levels of detail—they hate the unknown, no matter how little it may be.

Their obsession with detail also shows itself in how they set up their administrations and bureaucracy. Tellarite bureaucrats can prove nightmarish for those who don't know how to deal with them, insisting that every form get filled out properly and go through the proper channels. However, Tellarite bureaucrats often know what those channels are and, unlike many other bureaucrats, rarely try to pass the buck. A good listener can quickly sift through Tellarite bureaucracy simply because their instructions are accurate and their bureaucrats accountable.

PHYSIOLOGY AND APPEARANCE

While Humans may not find Tellarites beautiful, they take great pride in their swinish appearances. A light fur covers their short, stout bodies, and they can grow very full beards and lush heads of hair. These beards do nothing to obscure their porcine-like snouts, however; and these upturned noses do more to contribute to their similarity to Terran pigs than does anything else. The Tellarite snout proved an asset on Tellar's thinner atmosphere, however, Tellarite blood runs rich with oxygen. This helps explain their much-

vaunted endurance, which enables them to work longer (and argue louder) than others.

Their deep-set eyes, smooth skin, short fur and abundant hair run the gamut of colors, and they take such pride in their natural colors that they rarely use dyes. Whatever their skin color, they tend to take on a reddish hue due to their higher blood pressure and bright red blood.

Descended from a Tellar mammal with similarities to Terran apes, boars and groundhogs, they share features with all of these. They have fewer fingers than humans, and their digits tend to be much larger, but they can maneuver these with a surprising dexterity. Their ancestors left them with a well-defined fatty area around their midsections, and Tellarites can live off this area for a long time, if need be. They still eat and drink a great deal, though their body tends to quickly burn through the effects of alcohol. Omnivorous, Tellarites enjoy eating a wide range of plants and animals, including more than a few that make Humans ill. Alien cuisines catch on easily on Tellar, and the planet even hosts Klingon-style restaurants.

HOMeworld

Life thrived on Tellar despite an atmosphere slightly thinner than Earth's. Tellarites never went in for the teeming metropolises that cover Earth, and much of the planet's natural environments still survive. Beautiful forests, teeming jungles and clean waters cover much of the planet. Part of the reason Tellarites left so much of Tellar's surface unchanged was their development of subterranean habitats. Descended from a burrowing animal, many Tellarites prefer the comfort of an underground den.

Tellarite communities dot the planet, often developed in such a way as to meld into the natural surroundings. Exceptions to this rule do exist, however, and Tellar's largest cities include architectural wonders that attract visitors from across the Federation.

HISTORY AND CULTURE

Prior to their encounters with Starfleet and the other founding members of the Federation, the Tellarites had already struggled their way through planetary divisiveness to space travel. Unlike other worlds where resource acquisition or territoriality led to warfare, the Tellarites fought primarily over intellectual concepts—almost like religious warfare, but without the spiritual underpinnings. Tellarite engineers, with their species' tendency to see patterns and mechanics in all things, proposed the creation of mathematically-generated, regimented forms of language, bureaucracy, and government. Different factions adopted elements of these artificial cultures, but also battled over who had the most efficient "social technology." With their typical pig-headedness, though, Tellarite citizens refused this call and instead settled on older, historically-recorded

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100+

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linguistics, vocabularies and cultural activities. This "throwback culture" then used these elements as a basis for redefining technological living; the Tellarite engineers and scientists recast their inventions in the mold of an agreed-upon standard. Individual citizens showed that debate and divisiveness were central to healthy government, and refused to participate in the carefully-machined state engines of the era. Within four generations, state divisions had crumbled so far that a de-facto world government emerged simply because cultural and national boundaries no longer existed. Tellarite engineers fashioned early warp drive and soon met the Vulcans, Humans and other nearby species.

Tellarites often demonstrate a marked caution about the world around them. They despise unexplained phenomena and take pains to make things fit into their meticulous worldviews. In their quest for knowledge, though, they travel the length and breadth of the Federation as merchants, tourists, engineers and members of Starfleet. Some earn stellar reputations for honesty while others become known as rogues, with most Tellarites falling in between.

Thanks to their insatiable curiosity coupled with an eye for detail, Tellarites excel at managing business ventures and are among the first to voice enthusiasm for exploring strange, unknown places. Even while traveling, however, they try to learn everything they can about a place before visiting it. If they discover a new world, they prefer exhaustive sensor scans before setting foot on it. They hate dealing with new races until they've learned how the race's culture and physiology fit into the scheme of things.

Consequently, Tellar's libraries gained renown for the comprehensive nature of their collections. If one has materials on a subject, then it probably has a plethora. Finding exactly the data one needs may take a long time, but one of the books or computers surely has it. Many Tellarites enjoy feeling that they contributed to their race's knowledge, and they send reams and reams of their studies to these repositories. Much of the data may appear useless, but Tellarites like to know all the facts. Given their enthusiasm for debate and discourse, Tellarites often put seemingly contradictory materials and studies side-by-side with equal weight; one must view all sides of a problem, the Tellarites believe, to arrive at a solution appropriate for all approaches.

In fact, Tellar prides itself on having everything a person could need somewhere on (or in) it. Visitors joke that the planet's massive bureaucracy exists primarily so Tellarites can keep track of where they left things. Tellarites hate to discard anything that might prove useful, but they do not let it clutter up their lives. They store old objects in museums and storage facilities with comprehensive records; should a need for some cast-away item surface, it's usually a simple matter to track it down.

LANGUAGE AND NAMES

Tellarites speak their own common language, Tellarite, as well as Federation Standard. Most Tellarites learn both languages, though Tellar sees less and less use. Most concepts have multiple words related to it, with each of those words emphasizing some other part of the concept. This enables Tellarites to explain the smallest details of an idea and split the tiniest hairs while arguing.

FAMILY NAMES: Brok, Cherok, Gaer, Gav, Ranx

MALE NAMES: Darasterlee, Grillon, Morbren, Orsaratomik, Weethanelee

FEMALE NAMES: Baralucera, Furlasturlak, Kowesteria, Pritulenia, Velusuvian

FAVORED PROFESSIONS

Starship Officer (Engineer). The Tellarite attention to detail makes them sought after engineers, for they do their best to ensure that no element goes overlooked. They might take longer than their employers or crewmates like, but they get the job done right.

SPECIES ADJUSTMENTS: Vitality +1, Presence -1. Tellarites' strong bodies and oxygen-rich blood make them less susceptible to illness and damage. Their argumentative ways, obsessive tendencies, and habit of exhausting all angles in a dialogue quickly become tiresome to other species, though.

SPECIES ABILITIES

- ▷ **BONUS EDGE: EXCEPTIONAL FORTITUDE:** Thanks to their robust bodies and stalwart circulatory systems, Tellarites do not fatigue easily. Tellarites gain the Exceptional Fortitude edge (see the *Star Trek RPG Player's Guide*, page 134).
- ▷ **BONUS EDGE: METICULOUS:** Given time, Tellarites always work through every detail and every possibility of a given problem. Tellarites automatically possess the Meticulous edge (see the *Star Trek RPG Player's Guide*, page 135).
- ▷ **BONUS EDGE: SKILL FOCUS (EXHAUSTIVE):** Tellarites ask questions until they get answers. This makes them more likely to learn what it is that they need to know. As far as they are concerned, the only stupid question is the one not asked. They gain +2 species bonuses to Inquire and Persuade (Debate) tests.
- ▷ **PIC-HEADED:** Tellarites become so caught up in their way of doing things that they often ignore subtly worded opposition. While a Tellarite may respect someone else's opinion, he doesn't necessarily give it much credence—or, at least, his argumentative nature makes it seem like he's not lis-

tening. Tellarites suffer a -2 species penalty to Influence tests.

- ▷ **POISON ENDURANCE:** The Tellarites' efficient circulatory system means poisons go through them quickly or get dispersed to non-critical fat cells. Tellarites gain a +4 species bonus to Stamina tests made to resist the effects of poison.
- ▷ **STUBBORN:** Once a Tellarite sets his mind, he rarely changes it. A Tellarite who enters an argument must spend 1 Courage point to back down from his position. Most Tellarites can compromise, but will almost never abandon a particular approach.

ENCOUNTERS

Tellarites make their homes throughout Federation space, though they tend to associate primarily with their own kind. This has less to do with any racism on their part as it does with many other races' exasperation at their pig-headed nature.

Many Tellarites work as engineers and merchants, travelling the galaxy in search of interesting work and good money. They make good soldiers, though a few commanders lose their tempers in the face of relentless Tellarite questions.

Tellarite Starship Engineering Officer

An especially introspective Tellarite, the engineer eschewed the family business for Starfleet. When the Academy denied her application, she swore to join all the same—and to become an officer. She enlisted, found a home among the engineers, and went on to become one of Starfleet's leading young troubleshooters.

Her capable nature and willingness to work on any problem garnered her promotions and finally a commission. Her quick rise up the ranks has made her less of a loner, but she still prefers the company of machines to people. She has developed a very definite interest in other cultures, however, and tours sites on every planets she visits. She might be found on board a ship, micromanaging its maintenance work; or she could be helping an engineering survey on an unexplored planet.

ADVANCEMENTS: 3

ATTRIBUTES: Agi 8*, Int 12*, Per 7, Prs 6, Str 8, Vit 11
REACTIONS: Quik +1, Savv +3, Stam +2*, Will +3

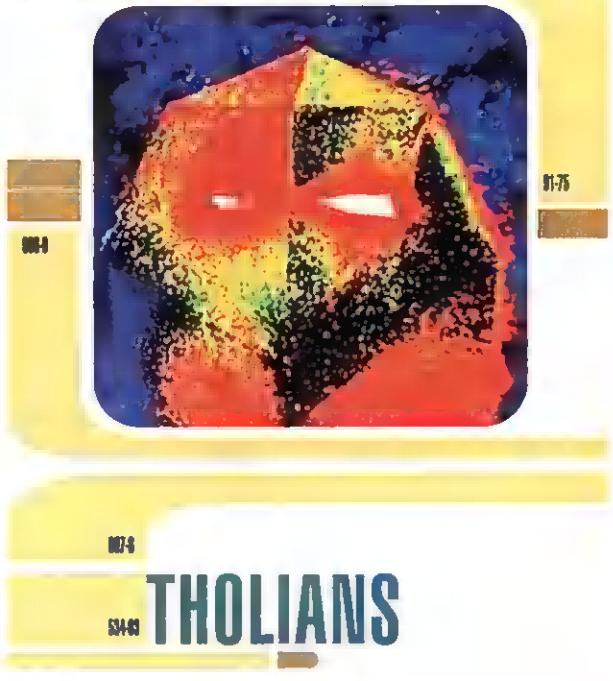
DEFENSE: 8

HEALTH: 8

COURAGE: 3

SPECIES ABILITIES: **BONUS EDGE:** Exceptional Fortitude, **BONUS EDGE:** Meticulous, **BONUS EDGE:** Skill Focus (Exhaustive), Pig-Headed, Poison Endurance, Stubborn

SKILLS: Computer Use +3, Construct +2, **ENGINEERING:** Propulsion +4, **ENGINEERING:** Structural +3, **ENGINEERING:** System +4, **KNOWLEDGE:** Culture (Federation, Tellarite) +5, **KNOWLEDGE:** History (Tellar) +3, **KNOWLEDGE:** Politics (Federation, Tellarite) +4, **KNOWLEDGE:** Religion (Tellarite) +2, **KNOWLEDGE:** Specific World (Tellar) +3, **LANGUAGE:** Tellarite +2, **LANGUAGE:** Federation Standard +2, **LANGUAGE:** Klingon +1, **LANGUAGE:** Latin +1, **LANGUAGE:** Vulcan +1, **RANGED COMBAT:** Energy Weapons +1, Repair +4, System Operation +3, **UNARMED COMBAT:** Brawl +1
EDGES: Exceptional Fortitude, Meticulous, Thinker
FLAWS: None
PROFESSIONAL ABILITIES: Engineering Certification



PERSONALITY

Tholians are brusque to the point of harshness, and territorial to the point of xenophobia. Some Tholians seem almost machinelike, with strict concerns for punctuality, timetables, and set patterns, but can respond with seemingly irrational force to minor stimuli or suddenly break off a certain victory for no apparent cause.

Some Starfleet theorists believe that the Tholians somehow "download" the "personalities" they use with offworlders rather than contaminate their own being with even the most minor discourse. If so, this would explain the seemingly rote, stubborn nature of many Tholian communications with the outside Galaxy.

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THOLIANS

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II754

II993

II1+

II78514

II231

II8548

PHYSIOLOGY AND APPEARANCE

Few Federation observers have ever actually seen a Tholian face to face. The vast majority of encounters happen over a viewscreen, in the heat of battle, or under carefully controlled embassy conditions. Tholians seem, however, to have a crystalline outer carapace through which fluid (or plasma) murkily circulates. Tholians have faceted, mantis-like heads (or helmets) with two triangular "eyes" notched in them. A large number of witnesses report "Tholians" with eight limbs, spaced radially around the trapezohedral body—whether these are artificial "manipulator arms," actual evidence of multi-legged Tholian anatomy, or simply hallucinations brought on by stress of chaotic space remains unknown. Based on analysis of Tholian ship wreckage, spectrographic data from presumed Tholian worlds, and fragments of crystal carapace, Starfleet biologists theorize that Tholians are silicon-based life forms (possibly molten ones, or even low-temperature plasmas) that breathe a chlorine-methane mixture.

HOMEWORLD

Using triangulated communications, long-range interstellar arrays, and fragmentary intelligence data, Starfleet has pinpointed the likely Tholian homeworld (called "Tholia" by Starfleet analysts) deep in a pocket of chaotic space in the Alpha Quadrant. This pocket, and many non-contiguous sectors across a wide arc of space, are well-patrolled "territorial annexes" of the Tholian Assembly—which does not welcome Starfleet surveys. Assuming Starfleet is correct, Tholia is a Class-K world with a high-pressure methane-chlorine-carbon dioxide atmosphere, a surface temperature around 300 degrees Centigrade, and a gravity of .75 G.

HISTORY AND CULTURE

Little is known about Tholian culture; it seems to be based on land ownership and some sort of governing aristocracy—but some traffic indicates that every Tholian is a member of one or more "subassemblies" within the Tholian Assembly with crucial responsibility in its own area. During the Tholian War of 2353-2360, the Tholians showed uncanny abilities to absorb punishment, strike vulnerable Federation rear areas, and use the dangers of chaotic space to their own purposes. Starfleet never occupied a core Tholian colony world, and only penetrated a few parsecs into scattered "territorial annexes." The Tholian request for a truce in 2360, and then for ambassadorial relations in 2369, came as total surprises to Federation intelligence and diplomatic officials.

ENCOUNTERS

Tholians will be encountered as mysterious, potentially hostile, dangers in Tholian space—which remains very poorly mapped. Following the truces of

THE THOLIAN ENIGMA

The rules, statistics, and descriptions in this section represent a Starfleet Intelligence consensus best guess or guesses based on subspace intercepts, salvaged Tholian wreckage, and sketchy reports and historical records from other starfaring civilizations. Much of the data are fragmentary and contradictory; some xenologists believe that there are multiple forms or phases of the Tholian life cycle with vastly different traits. Other specialists theorize that the "Tholian Assembly," like the Federation, is multiracial in nature. Still others postulate grand theories that take into account most of the data, and decide that the remaining anomalies are the result of flawed information, mis-identified ships or transmissions, and other "noise" in the analysis.

2360 and 2369, Tholian ambassadors, explorers, and even merchants might show up in Federation territory or elsewhere.

LANGUAGE AND NAMES

Starfleet assumes that there is a specific Tholian language, but has no clear understanding of it. Almost all "Tholian" texts consist of intercepted (and painstakingly decoded) Tholian military transmissions in a seemingly bizarre jargon that alternates between flowery, almost Tamarian metaphors and brittle mathematics. Tholian diplomats, commanders, and other Tholians who deal with outsiders always translate their messages into the listener's language, most likely using the Tholian equivalent of the Universal Translator. Federation linguists have determined some common elements of Tholian transmissions in Federation Standard, Klingon, Romulan, and Vulcan, but have not yet reached consensus on what those elements indicate about the Tholian language itself.

Federation xenologists theorize that Tholians may have two names, one solely to be used among fellow Tholians and one name to provide to outsiders.

THOLIAN "OUTSIDER" NAMES: Amre, Cobak, Loskene, Muath, Pylok, Thebur

SPECIES ADJUSTMENTS: +1 Intellect, +2 Perception, -2 Presence. Tholian minds seemingly work faster, and possibly better, than most humanoid brains, and Tholian perceptions almost certainly involve radiations or stimuli not usually detectable in normal-space spectra. Tholians' bizarre, unsettling nature and seemingly xenophobic standoffish nature cause other species to react to them badly. Some Federation reports seem to indicate Tholians with accelerated reflexes, as well as perceptions; this might indicate an Agility adjustment of +2, or simply be

another unknown property of the Tholian carapace (see box).

SPECIES ABILITIES

Narrators should choose any five of the following species abilities (if the Tholians are entirely a supporting race), or allow individual Tholian players to choose four of them.

- ▷ **BONUS EDGE: AMBIDEXTROUS:** Tholians do not have "off hands."
- ▷ **BONUS EDGE: EVERYMAN:** Recognizing any individual Tholian is nearly impossible, save by keeping track of their "outsider" names—which might be common aliases shared by many Tholians. Similarly, no Tholian may have Fame, among non-Tholians at least.
- ▷ **BONUS EDGE: EXCEPTIONAL CONCENTRATION:** Tholians are skilled at maintaining their focus in seemingly mad or incomprehensible environments.
- ▷ **BONUS EDGE: MULTITASKING:** Tholian parallel brains easily accomplish multiple tasks in a seemingly brief period of time.
- ▷ **BONUS EDGE: PSIONIC:** Tholians automatically possess the Psionic edge, with a beginning Psi attribute of 4.
- ▷ **BONUS EDGE: SENSE OF TIME (UPGRADED):** Renowned for their punctuality, Tholians automatically possess a perfect sense of time, rather than the "within +/- 10%" given on p. 137 of the *Star Trek RPG Player's Guide*.
- ▷ **BONUS EDGE: UNYIELDING:** Tholians do not give up easily, and stubbornly stick to their announced plans and ultimatums.
- ▷ **ANAEROBIC RESPIRATION:** Tholians breathe a methane-chlorine mixture, as per the creature ability on page 213 of the *Star Trek RPG Narrator's Guide*.
- ▷ **CHAOTIC SPACE NATIVES:** No Tholian ever suffers any skill level penalty, mental damage, unfavorable adjustment to TN, or any other consequence of chaotic, fluidic, or otherwise abnormal space. The physical effects of interstellar anomalies such as black holes, nebulae, subspace tunnels, etc. may still affect Tholian craft at the Narrator's discretion. This may be accompanied by Sense of Direction—or Tholians outside Tholian ships or Tholian space may be unable to use Sense of Direction even if they do have this trait!

▷ **IMPOSSIBLE:** Once per game session, a Tholian may spend 4 Courage to attempt to do something impossible—survive a disintegration, eat an overloading phaser, "blink" a ship out of danger, decipher Starfleet military codes by eye, walk through a wall, succeed at any task with a TN of 35 or better—at TN 15, and TN +5 for every non-Tholian witness. The Tholian may use a related skill or an attribute test, at the Narrator's discretion. Impossible tests cannot be combined, opposed, or extended tests. This species ability is not recommended for Tholian Crew characters.

▷ **INCOMPREHENSIBLE:** Products of an entirely alien evolutionary and cultural path, the Tholians can barely be comprehended by psionic beings from normal space. Any use, by a normal space native, of a psionic skill on a Tholian (with or without the Tholian's consent) begins at +15 to TN. (Even if this ability does not apply to Tholians, many of them might have the Iron Willed trait.)

▷ **INVULNERABLE (INSANITY AND STUN):** The multiply parallel Tholian mind cannot be driven insane, or even knocked out, under any circumstances, as per the creature ability on page 217 of the *Star Trek RPG Narrator's Guide*. Starfleet exobiologists remain unsure whether Tholians even sleep.

▷ **PREHENSILE APPENDAGES:** Tholians' four forelimbs allow 2 extra standard actions per round.

▷ **UNCANNY VISION:** Tholians see by wavelengths not detectable in normal space. They can see perfectly in the darkness (no penalties of any kind) and through any organic matter at the following TN penalties: flesh or fabric TN -5, wood TN -10, opaque plastic TN -15.

▷ **UNSETTLING:** In addition to causing a -2 Presence (as given above) for the Tholians themselves, the unnerving appearance and bearing of Tholians causes anyone dealing with them a -2 penalty on all social tests involving Tholians.

Tholian Envoy

The Tholian envoy makes contact with outsider species, from the safety of a containment suit. Bringing the occasional Tholian demand or enigmatic message, the envoy is not so much a first-contact specialist as a harbinger of why no contact is a better policy as far as Tholians are concerned.

ADVANCEMENTS: 10

ATTRIBUTES: Agl 7, Int 10*, Per 12, Prs 8*, Str 7, Vit 7

REACTIONS: Quik +2, Savv +3*, Stam +2, Will +2

DEFENSE: 9

HEALTH: 7

COURAGE: 5

SPECIES ABILITIES: Choose any five Tholian species abilities.**SKILLS:** Computer Use +2, **ENTERPRISE:** Administration +4, Impersonate +1, Inquire +8, Investigate +4,**KNOWLEDGE:** Culture (Human, Romulan, Tholian) +9,**KNOWLEDGE:** History (Human, Romulan, Tholian) +9,**LANGUAGE:** Federation Standard +4, **LANGUAGE:**Romulan +4, **LANGUAGE:** Tholian +6, Negotiate +3,Observe +6, **SCIENCE:** Social +7, Stealth +5**EDGES:** Cultural Flexibility, Shrewd**FLAWS:** None**PROFESSIONAL ABILITIES:** Bluff, Cultural Proficiency, Educated, Insight

THE THOLIAN CARAPACE

In every confirmed Tholian sighting, these mysterious beings have outer carapaces much like those of Terran insects, only seemingly made of a crystalline substance similar to quartz. Whether the Tholian carapace is an actual biological part of the Tholian organism or a sophisticated exoskeletal "suit"—or even whether that question has meaning when the Tholians are concerned—remains a point of controversy. The Tholian carapace does have one commonly observed trait, however: it explosively disintegrates (Blast Radius: Tholian's Vitality in meters; Drop-off: -10/meter; Damage: 3d6) if the Tholian inside takes killing damage of any kind. (If Tholians actually are composed of low-temperature plasma, it may be the Tholian inside that explodes and destroys the carapace.) Thus, there are few fragments of Tholian carapaces available for Federation study, and even fewer fragments of Tholians.

Reported and theoretical abilities or effects of the Tholian carapace (whether natural or artificial) include the following; the Narrator may use some, all, or none of them. Individual Tholian players should choose two abilities for their carapace, and treat it as a piece of technological "gear" rather than a species adjustment per se.

- **ARMOR:** The carapace absorbs 1d6 points of damage from any physical or kinetic attack, and 3d6 points of damage from any energy-based attack such as phaser fire.
- **ENHANCED RESPONSES:** The carapace accelerates Tholian response time, adding a +2 modifier to the wearer's Quickness reaction. Alternately (or additionally), roll 1d6 each game session and apply a different trait as follows: 1: Alert; 2: Dodge; 3: Lightning Reflexes; 4: Martial Artist; 5: Quick Shot; 6: Speed.
- **ENTANGLEMENT:** The carapace allows the Tholian to project an entangling pressor beam that, if it hits a target, successfully tangles it up, unable to strike a blow or move. Targets resist the pressor with a Strength test opposed by a TN equal to the Tholian's total Energy Weapons (Pressor) skill test result. Pressor ranges are as follows, expressed in multiples of the Tholian user's Vitality: Vit/Vit x2/Vit x5/Vit x10/+0. Pressor beams can also be used to scale walls, cross chasms, etc. up to the long range level.
- **PERCEPTUAL REFRACTION:** Somehow, the Tholian carapace projects an image of itself (hence of the Tholian inside) slightly offset from reality. The Tholian's Defense rating increases by 1d6 for each separate attack.
- **POISON FILTER:** The Tholian carapace filters out all poisons (most likely including oxygen!) from the air or water around the Tholian. The carapace may also function as a "rebreather," providing a steady flow of chlorine-methane compound to the Tholian inside.
- **REMOTE SYSTEM:** Allows a Tholian to use System Operation for any system on its ship, at a +1 TN modifier. This remote use cannot be jammed by any known technology.

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TRILL

PERSONALITY

Trill do not possess a stereotypical personality, except for their universal concern for the symbionts. Every Trill child grows up with the hope of being assigned a symbiont, and those joined with a symbiont guard it with their lives. Much of their society revolves around these extraordinary beings.

As with Humans, Trill personalities run the gamut from kindness to curmudgeon, openness to introspection, optimism to cynicism. They are generally open to new experiences, eager to discover more about the universe, and willing to lend a helping hand to those in need. Joined Trill in particular seem to be especially outgoing and inquisitive.

PHYSIOLOGY AND APPEARANCE

Outwardly, Trill appear much like Humans. They stand 1.5 to 2 meters in height, with weight ranges similar to Humans, as well. Skin tones range from light pink to olive, but no darker. Hair and eye color is almost universally dark—brown, black, as well as other shades. What distinguishes Trill from Humans or other humanoids are two rows of dark brown spots that run down their bodies from their foreheads to their heels. These are distinctive to each individual Trill, as fingerprints are to a Human, or head ridges are to a Klingon.

Internally, joined Trill are distinguished by their symbiont. A cavity above the stomach holds the symbiont and provides several neurological connections for the symbiont to link up. The symbionts themselves appear as small, sightless vermiciform, approximately half a meter in length.

HOMeworld

Trill is a beautiful, Class-M planet orbiting two stars, one Type A7 V (white, dim dwarf), the other Type O4 V (blue, bright dwarf). The two stars are in close orbit, with planets orbiting the center of mass. It is the sixth of nine planets, with predominantly rocky worlds in the inner orbits (planetary Class-D and -F) and Class-G "sludgeballs" in the outer orbits. By the 24th century, Starfleet establishes a starbase orbiting the outermost planet to provide for system defense.

The Trill homeworld is earthlike—oxygen-nitrogen atmosphere, 70% water, and a gravity of 1.1G. The planet is on average hotter than Earth, with a mean temperature of 30 degrees Celsius. The landscape consists primarily of densely packed forest, although extensive ice fields exist in the polar regions. Due to the unique chemical composition of the water, oceans on Trill are purple.

HISTORY AND CULTURE

Trill history has been marked by a surprising lack of violence. Their annals record no wars or social upheaval, and they have experienced an unending history of peace and prosperity, largely due to the presence of the symbionts.

The First Joining

Although Trill history recounts the First Joining between host and symbiont, it says little about origins of the species. There are two theories as to the genesis of their symbiotic relationship. One suggests that the symbionts, already intellectually highly-developed, realized the limitations of their form and "invented" hominid life. By chemically manipulating amino acids and proteins found in the water combined with bioelectric discharges, they encouraged the evolution of sapient bipedal life over thousands of years. Another theory holds that humanoid Trill migrated to their current homeworld, perhaps fleeing some planetary disaster or merely seeking to colonize another world. Once on Trill, they discovered the symbionts and agreed to the peculiar arrangement they have to this day.

The Federation Era

Since the 23rd century, the Trill have been known to the Federation. During this period, a handful of Trill wandered the Galaxy as adventurers, scientists, and explorers. They remained neutral in Galactic politics, and kept the location of their homeworld a secret, to

ADVANCED SYMBIOT RULES

The rules presented in the text and the *Star Trek Roleplaying Game Player's Guide* allow players to create Trill characters quickly. Those players who desire more specificity can use the following rules:

Roll 2d6 for Intellect and Vitality. For skills dependent on the symbiont (see #4, below), use its Int modifier. For all other skills, use the host's attribute modifiers.

The symbiont has a number of wound points equal to its Vitality, which must be lost in order to kill the symbiont (in addition to the host's wound points); these are not divided into wound levels. When making Stamina reaction tests to resist the effects of radiation, disease, and toxins, the symbiont makes separate tests using its Vit modifier; if unsuccessful, the symbiont suffers damage.

Roll 1d6 and divide by 2 (rounding down, minimum 1) = the number of the symbiont's past lives.

For each prior host, select one professional development package. You do not gain the skill levels listed after the skill names, however you can allocate 5 picks to the listed skills. These skills remain professional skills throughout the life of the symbiont, for the purposes of advancement. List these skills separately from the host's skills (perhaps on its own character sheet). When making skill tests, use the symbiont's skill level and attribute modifier for skills it possesses; use the host's statistics for skills he possesses. Select the host's skills as normal.

You may use advancements to improve the symbiont's skill levels, Intellect or Vitality, or reactions. The symbiont may not learn new skills or specialties, or acquire new edges or flaws. Only the host's favored attributes and reactions apply, not those for previous professions of prior hosts.

Symbionts are susceptible to certain toxins derived from insect bites. When encountering a toxin, roll 1d6. On a 1 or 2, the toxin adversely affects the neuro-chemical connections between host and symbiont, and the symbiont suffers a -2 Stamina reaction test penalty. Record the name of the toxin for future reference.

The symbiont may possess one edge for each prior host at the start of play. The Narrator must approve all edge choices. (No, you may not give your symbiont the Dodge edge). For every two edges, the symbiont must possess one flaw.

Some symbionts cannot safely use transporters. See the accompanying text.

When a host dies (zero wound points), the symbiont must be transplanted to a new host within 24 hours, or returned to the Trill homeworld. When a symbiont is transplanted, select five profession skills from the host's current profession and allocate 5 skill picks among them; you may allocate these to skills the symbiont already possesses. Add these to the symbiont's other "past" skills" (see #4, above). All other skill levels are lost. Choose one of the host's edges and assign it to the symbiont.

Create new host.

Use these rules in place of the rules appearing in the *Star Trek RPG Player's Guide* and in text.

protect the symbionts from what the Trill saw as more primitive and warlike species, though they frequently offered their "good offices" to negotiate settlements between political rivals. Although Trill joined the Federation in the early 24th century, they kept the nature of symbiosis and the identity of the symbionts a secret. It was not until an emergency involving Ambassador Odan that the Federation learned of the symbiotic relationship.

Society

The symbiont forms the center of Trill society. They have touched every aspect of Trill culture, and society revolves around them. Rules governing marriage, the education system, the legal system—all have been designed to account for the needs of the symbionts. In fact, it is impossible to discuss Trill society independently of the symbionts.

Trill are a species of over-achievers, as they all crave symbiosis with a centuries-old intellect.

Federation psychologists believe that Trill somehow feel incomplete without a symbiont, that joining may be a biological impulse that gradually wears off with age. As the product of millennia of symbiosis, Trill society is highly advanced and highly sophisticated. They possess a rich trove of literature, music, and art.

The Symbiosis Commission

This body of five officials oversees all aspects regarding symbionts. While a vast bureaucracy of life scientists tend the spawning pools in the Caves of Mak'ala that hold unjoined symbionts—maintaining their temperature, the delicate chemical balance of the water, and providing sustenance—the commission screens applicants to the symbiont program. Only the best and brightest are selected to join, and even many exceptionally qualified applicants are rejected; the process is very competitive. Even those who qualify mentally and academically must also pass a physical examination, for it is widely believed that only one in

a thousand Trill can join. The Commission matches the personalities and capabilities of host to symbiont to achieve the maximum benefit not only to both symbiont and Trill, but also to society.

Little known, however, is the truth, that almost half of all Trill possess the physical and mental requirements to join. No special training is required, nor do the symbionts themselves require highly-educated hosts. The Symbiosis Commission suppresses this information because there are not enough symbionts to meet demand. Were the secret to get out, the Symbiosis Commission fears social upheaval as citizens clamor to join. Thus, they maintain the fiction that symbiosis is a privilege to be earned through achievement.

Joining

For a Trill to be considered eligible to join, they must undergo a rigorous training program designed to screen out those mentally, psychologically, and physically unfit. To present a suitable host for the fantastically old and educated symbionts, all Trill children attend school for much of their childhood (eight hours per day, seven days a week, for most of the year). The requirements are stringent and most who apply fail the rigorous admission exams.

When joined, a Trill undergoes an operation to implant the selected symbiont. Once joined, host and symbiont become biologically interdependent and after 93 hours neither can survive without the other. Should the symbiont be removed, the host usually dies within (2d6) hours. The host experiences physical and psychological changes as his personality and that of the symbiont merge into a hybrid persona. Personality traits such as favorite food, treasured book, or handed-

ness might change. The host gains the memories of the symbiont's past lives, and since symbionts can live for centuries, passing from host to host, it may contain the experiences of many Trill. This can be disorienting for the newly joined host, as he finds himself attracted to new "old" friends, and remembering experiences he didn't directly go through.

This new, hybrid life-form is considered to be another person under Trill law, and does not have to uphold commitments of previous hosts.

There is one strong taboo associated with joining—that of reassociation with former spouses and relatives of a previous host. Such an occurrence can be extremely disorienting for both the host and the symbiont. Loved ones have a difficult time reconciling old feelings with a new face, and can find new personality traits both confusing and upsetting. The host often feels as though his feelings have been hijacked, as he loves people he's never met and feels differently towards his own friends and family. And the symbiont is caught in the emotional storm. Joined Trill who violate this custom are ostracized, and when they die their symbiont is not passed on to another host; instead it is left to die.

LANGUAGE AND NAMES

Trill speak their own language of the same name, and Federation Standard. They place their given name before their family name, though joined Trill substitute their symbiont's name for their family name. When referring to the symbiont exclusively, it is customary to say "the Dax symbiont" or "the Lex symbiont."

FAMILY NAMES: Belar, Otner, Peers, Pren, Tigan

Symbiont Names: Dax, Kahn, Lex, Pär, Ren, Rox, Tav, Tel

SYMBIOTS AND PICKS

The Trill symbiont rules are the only racial abilities that deliberately introduce a random element. Games that want to use non-randomized character designs, to make sure that some characters aren't more powerful just because the players are lucky rollers, can instead build symbionts based on picks, just like edges.

Treat each past life as a single edge. Although this grants more bonuses than a single edge usually does, it also has the drawbacks of susceptibility to insect toxins and heavy injuries.

You can gain additional past life picks by taking transporter sensitivity as a specific flaw, instead of rolling to see if you have it randomly. In the course of play you can take an extra "life" as an edge, representing the process of reintegrating memories from a former life that you hadn't fully explored. You can also take the special flaw listed here:

► **REGRESSIVE PAST LIFE (FLAW):** One of your symbiotic past lives holds regressive, damaging memories. While this past life is normally suppressed, in certain situations it can come to the fore and cause you to experience painful memories. Untreated, this can cause neurological damage.

EFFECT: Define a specific but fairly broad stress situation that "triggers" your regressive past life experiences—being injured, arguing with a friend, firing an energy weapon, being on a ship that's hit by enemy fire. When this situation comes up, spend 1 Courage point or else suffer a minor distraction (+2 to TN) to all tasks for the next 1d6+1 rounds.

UPGRADE: Each upgrade gives another circumstance in which a regressive past life might surface.

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STATS

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MALE NAMES: Arjin, Bejal, Curzon, Hanor, Joran, Malko, Selin, Timor, Tobin, Torias, Verad, Yedrin

FEMALE NAMES: Audrid, Azala, Emony, Exri, Jadzia, Karel, Lenara, Nilani, Reeza, Zharaaina

FAVORED PROFESSIONS

Diplomat, scientist, and any starship officer. Joined Trill have an insatiable thirst for knowledge and varied experiences, and venture far from their world. Some eventually turn their multiple lifetimes of experience to diplomacy, either officially or as interested observers. Trill scientists tend to focus on long-term projects, such as the excavation of Debrune ruins or the invention of practical time travel. Many Trill join Starfleet to explore the universe and expand the boundaries of their knowledge.

SPECIES ADJUSTMENTS: +1 Intellect. Trill receive a rigorous education to prepare them to receive a symbiont.

SPECIES ABILITIES

▷ **JOINED:** Trill can join with a small, long-lived worm-like creature called a symbiont. This combines the knowledge and traits of both personalities, creating a wholly new and unique symbiotic being. All player character Trill are Joined.

Roll 1d6 and divide by 2 (round down, minimum 1) for the symbiont's number of past hosts. A joined Trill uses the following rules:

- ▷ To reflect its knowledge of its past hosts, the symbiont gains a +2 skill test bonus with skills in the Knowledge skill group (such as Culture, History, and Religion). See page 118-119 of the Star Trek RPG Player's Guide.
- ▷ For each past host, you may select one skill designated as trained and use it untrained. Your character does not possess any skill levels in the chosen skill, but does not suffer the -2 test penalty for untrained skill use.
- ▷ For each host, you may select one non-professional skill as a professional skill for the purposes of skill selection and advancement. This is in addition to any skills acquired through personal and professional development. Your character does not possess any skill levels in the chosen skill, but adds +0 to skill tests. Skill levels can be added using the five picks under professional development (see page 85, ST: RPG PG), or through advancement.
- ▷ Symbionts do not possess edges and flaws independent of their host. Edges and flaws are



an aspect of the host character, and do not carry over from host to host.

- ▷ **SKILLED:** All Trill undergo a rigorous training program so they are prepared to join with a symbiont. When selecting skills during the personal development stage (see Chapter 5: Development, ST: RPG PG), Trill characters gain extra skill picks. Choose a personal development package and either add +2 skill levels to any one skill, or +1 to two separate skills.

ENCOUNTERS

Trill make their way across the Alpha Quadrant, visiting many worlds within Federation space. A few join Starfleet to provide their considerable expertise to the cause of peaceful exploration. Rarer still are those Trill who make their way beyond the Federation's borders, into the Klingon Empire, Cardassian Union, and Tzenkethi Expanse; these Trill seek to foster amity between rivals, or simply want to learn more about the native culture.

Trill Envoy

Some Trill wander the Galaxy, experiencing as much as life has to offer. Over many lifetimes, they gather a great deal of information about other species, which gives them a broad perspective on sapient behavior. This character might work officially for the Federation as a first contact specialist or diplomat, or

could be a gadfly who appears on the scene to provide his copious advice.

ADVANCEMENTS: 6

ATTRIBUTES: **Agl** 8, **Int** 12, **Per** 10*, **Prs** 8*, **Str** 6, **Vit** 7

REACTIONS: **Quik** +2, **Savv** +2*, **Stam** +0, **Will** +3

DEFENSE: 8

HEALTH: 7

COURAGE: 3

SPECIES ABILITIES: Joining (3 hosts; you may use Appraise, **ENGINEERING:** Propulsion, and **SCIENCE:** Life untrained; treat Investigate, Stealth, and System Operation as professional skills; cannot use transporters), Skilled

SKILLS: Computer Use (Retrieve) +4, **ENGINEERING:** Systems +1, **ENTERPRISE:** Administration +5, **ENTERTAIN:** Play +1, Inquire +4, Investigate +5, **KNOWLEDGE:** Culture (Ferengi, Trill) +6, **KNOWLEDGE:** History (Trill) +6, **KNOWLEDGE:** Politics (Trill) +5, **KNOWLEDGE:** Specific World (Trill) +6, **LANGUAGE:** Federation Standard +2, **LANGUAGE:** Ferengi +4, **LANGUAGE:** Trill +5, Persuade +6, **SCIENCE:** Social (Sociology) +5, **SCIENCE:** Space +2, Stealth +3

EDGES: Cultural Flexibility, Species Friend (Ferengi)

FLAWS: Reckless

PROFESSIONAL ABILITIES: Bluff, Diplomatic Tact, Gain Trust, Power Player

Additional Trill Characters

AMBASSADOR: Trill ambassadors are assigned to the thorniest of negotiations. They can usually be found settling complex issues, such as peace between the Federation and Tholians.

EXPLORER: Although often in danger because they are often far from home, Trill explorers love to go where no one has gone before. They thrill at being accepted into an alien community, although the Symbiosis Commission frowns on symbionts engaging in this profession.

ERAS

ENTERPRISE: Little is known about Trill in this time period. They may move among the other intergalactic species at this time, or remain isolated on their homeworld.

TOS: By the 23rd century, although a few Trill have left their world, the planet remains neutral. Few know about them or their world. Periodically, they offer their services to disputing parties as mediators. Some Trill visit Federation worlds to see other species, such as Humans, first-hand.

TNG: Over the next few years, the Trill increase their profile in the galaxy, with more and more Trill leaving their world to explore. Trill diplomats begin working with the Federation on difficult negotiations, such as those between the two moons of Peliar Zel. By 2367, the symbiotic relationship between host and symbiont is discovered. While the Trill culture is heav-

ily involved in symbiote relations, Trill specifically safeguard this knowledge to keep potential threats from learning of the symbionts; this contributes to Federation ignorance of the symbionts despite Trill interactions with the Federation on many levels for over a century.

DS9: The Trill homeworld is threatened by Dominion hostility. They appeal to the Federation Council for additional protection, to safeguard the symbionts and their millennia of accumulated knowledge.

VOY: Trill are natural explorers; even far from home, they remain enthusiastic and disciplined. A joined Trill has long life experience, and even an unjoined Trill thrills at scientific discovery. In distant space, a Trill remains devoted to the principles of discovery.



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VIANS

PERSONALITY

The Vians are enigmatic and appear to lack emotions. They say little and treat those they consider less advanced than them with a casual disdain. They employ methods seemingly incomprehensible to other species. Yet their goals ultimately have their roots in fostering virtue, such as determining which species embodies the principle of self-sacrifice, and is thus worthy of preservation.

PHYSIOLOGY AND APPEARANCE

Humanoid in form, the Vians possess large, hairless crania with distinctive ridges along the sides of their heads that meet in a prominent brow ridge. Their skin is pale gray. Vians stand between 1.5 meters and 1.8

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Vians can be as malicious and enigmatic as the Narrator desires. You might portray them as beings with an unusual understanding of decency. Or they might simply treat other people as insects compared to their highly advanced civilization, and so not worthy of compassion. What makes the Vians interesting supporting cast characters is that they treat Humans and Vulcans the same way a scientist might treat a lab rat. Ultimately, however, the Vians comprehend virtues like kindness, charity, and love; they do what they do with understandable motivations. The way in which they go about championing these virtues, however, is less understandable, and so frightening.

When including Vians in an episode, figure out their goals. Choose one of the seven deadly sins, which they want to better understand or eradicate, or one of the seven virtues, which they want to foster. You might establish some kind of interstellar disaster in the offing, as in the Star Trek episode "The Empath," to establish a kind of Solomon-like decision for them to ultimately make.

A Vian scientist might set up an inter-dimensional arena where he experiments to find the most warlike species, with the intention of exterminating them for the good of the Galaxy.

Like the Q, the Vians might test a species. They might adopt a primitive culture and appear periodically to experiment on subjects, with the aim of weeding out bad tendencies and fostering virtuous behavior.

Vian scientists could abduct various species and create a paradise for them, then see who would abandon it to save others (perhaps the inhabitants of a world whose star is about to go nova).

ADVANCEMENTS: 6

ATTRIBUTES: Agl 8, Int 14*, Per 10*, Prs 5, Psi 8*, Str 6, Vit 7

REACTIONS: Quik +2, Savv +2, Stam +0*, Will +4

DEFENSE: 8

HEALTH: 7

COURAGE: 3

SPECIES ABILITIES: **BONUS EDGE:** Psionic, Energy Transfer Device, Strange Intelligence

SKILLS: Computer Use (Retrieve) +4, Construct +4,

ENGINEERING: Systems +1, First Aid +2, Investigate (Forensics) +6, **KNOWLEDGE:** Culture (Vian) +7,

KNOWLEDGE: History (Vian) +7, Knowledge: Specific World (Vian Home) +8; **LANGUAGE:** Vian +7,

Medicine (Psychology, Surgery) +8, **SCIENCE:** Life (Exobiology) +4, **SCIENCE:** Physical (Chemistry) +1, System Operation (Medical) +6

EDGES: Curious, Psionic, Psionic Coverage (Energy Transfer Device)

FLAWS: Sickly

PROFESSIONAL ABILITIES: Secretive



01-75

VIDIANS

VIDIANS

PERSONALITY

Driven to horrible extremes by a multi-generational wasting disease, the Vidiians are cold, aloof, and clinical people. They can and do enjoy art, but rarely waste their time on anything that doesn't directly involve medical research or ways to alleviate their wasting condition. While every once in a while a spark of conscience might manifest in an individual Vidian, as a whole the race suffers from a terrible morbidity brought on by the knowledge that they are born dying, degenerating, and probably incurably diseased.

PHYSIOLOGY AND APPEARANCE

While Vidiians should be naturally strong and healthy, the Phage leaves their bodies twisted and deformed. Their natural form bears many similarities to humanity's, and, except for a few bony ridges, their skeletal structure is almost identical. The Phage disfigures every part of their being, however. Some Humans compare its effects to the extinct Earth disease leprosy, eating away at a person's flesh, bones and organs.

As a Vidian's body disintegrates, the bones and internal organs lose all protective covering. They become susceptible to thousands of other diseases, and their bodies become horrid infection factories. Every illness imaginable sets in. Vidian medicine has learned how to deal with most of these, but not all. Vidiians keep a close watch on their conditions and those of the people around them, but most alien races find them unsettling to look upon, if not completely grotesque.

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The disease afflicts the Vidiian even in the womb, since their mothers already bear the taint. The disease now passes from mother to child, and their obstetricians never found a way to prevent this. As a result, birth deformities affect many, further disabling them. Infant and child mortality rates still rage, though the Vidiians have taken pediatric care to all new heights. Still, few Vidiians care for the damage the disease causes in them, finding its changes repulsive. While they mature quickly, reaching adulthood by 13, their life spans are brief. Sick and weak for most of their lives, their bodies become a hodge-podge of parts from many sources, artificial organs that choke under the tasks required of them, and limbs that often do not function as they should. They stay together by constant first aid, stolen body parts, and sheer will.

HOMEWORLD

Vidiia. Once a center of science and culture, the Phage left it as ravaged as it left the Vidiians themselves. As the Vidiians began to realize that nothing could stop the disease, and all Vidiians contracted its most virulent form, their society found itself plunged into a maelstrom. Vidiians reacted to the disease in many different ways, some heroic, but many not. Suicides rocked the world, while many plunged into the most abject despair. Others took the disease as a chance to reject all societal pressures, freeing them to do only as they pleased. Crime and violence exploded, leaving many parts of the planet unsafe. The same tragedies played out on many Vidiian worlds, but nowhere as intensely as it did on Vidiia itself.

The planet's industry plunged to near nonexistence, and destruction became a way of life for many who felt that the disease placed a death sentence on them. It took years for the world to stabilize, and by the time it did, it bore little resemblance to its old self. Many of its urban centers remain lightly inhabited, if anyone still lives there at all. The remaining population congregated around great medical centers in hopes for some kind of a cure. Vidiian government became much more authoritarian and self-serving, sending out its forces to find a cure by any means necessary. With the planet's population gutted, and so many of its people seeking a remedy elsewhere, the wilds have begun reclaiming the great Vidiian cities.

HISTORY AND CULTURE

All of Vidiian life focuses around stopping the Phage. Most of their resources pour into research for cures and treatments. The Vidiian implemented many cures; none worked. Attempts to create synthetic organs did not succeed; they proved more susceptible to the Phage than did the Vidiians own organs. Cloning organs also failed. The Phage attacks cloned Vidiian organs with a vengeance, and the cloned organs of other species prove equally vulnerable. Attempts at

cloning Vidiians did no good, because the disease became so prevalent that even clones raised in completely sterile environments soon contracted it.

The Vidiian established elaborate societal structures to cope with the disease, including honattas, Vidiians charged with obtaining organs for important members of society. While some would expect physicians to become the ruling class of Vidiians, the reverse was true—every Vidiian, regardless of class, became a physician. Sadly, due to their disease-ridden decline and desperation, the Vidiians have become horribly amoral as a species. Their creative intellect, which fosters phenomenal medical technology and the will to explore the stars, now burns only to find new victims for organ harvesting.

The Phage marks this race's personalities as surely as it marks their bodies. This disease has ravaged the Vidiians for years, turning it from a stable, healthy people to a race of merciless organ thieves. The Vidiian must devote their entire lives to slowing the pace of the Phage, for they have never found a cure. To do this, they harvest organs from healthy members of other species, adapt the organs to work with their bodies, and leave the "donors" to their fates. While they prefer to take organs from the dead, these rarely serve as well as those from the living.

The Vidiians changed from an honorable, charitable race to one of desperate vultures. While their carnal nature bothers many, they steel themselves to avoid pitying those from whom they take organs, believing that they have no other choice. They can remove another being's vital organs with cold calculation, taking what they need with no concern for its effect on their victim.

Their desperation manifests in many other ways as well. They think nothing of violence if it might serve their purpose. While desperate to save their own lives, they risk themselves willingly if doing so might lead to a cure or a respite from their pain. If they sense that someone might have a way to mitigate the Phage, they pursue that person regardless of the cost.

The Phage has afflicted the Vidiians for so long that it weeded out many personality disorders while creating new ones. Vidiians prone to depression do not last long, committing suicide or giving in to the disease early. The surviving Vidiians, while resigned to having the Phage, do not surrender to it. They work together very well, though they exhibit a definite coldness to one another. This defense mechanism keeps them from getting to close to people who might die at any moment. Exhibiting true passion takes an effort from them, though they still feel emotional pain as their loved ones deteriorate and die.

The Phage did not destroy all their old feelings. Once renowned as explorers, teachers and artists, many of these traits still exist, though they became subordinate to defeating the Phage. The Vidiians con-



verted their great schools to medical facilities, their spaceships to abattoirs and their artists to surgeons. Many long for the day they can pursue these old ways, while others fear that the race has lost them forever.

Critical Vidiians point to the rampant spread of slavery as proof that their race is degenerating just like their bodies. Vidiians capture healthy aliens, put them to work doing the hard labor their bodies can no longer handle, and take their slaves' organs when they need them. Many Vidiians express regret over this phenomenon, but they do nothing to stop it.

LANGUAGE AND NAMES

Vidian. Once a very poetic language, modern Vidian bears more resemblance to Gray's Anatomy than it does to Blake's "Songs of Innocence." Many of the terms and phrases that once so beautifully described emotions fell into disuse, replaced by words detailing the most minute aspects of medicine.

Vidian names tend toward a combination of buzzing aspirants and repetitious vowel sounds.

FAMILY NAMES: Ecket, Gurt, Hastera, Pel, Quet

MALE NAMES: Dereth, Fen, Motura, Sulan, Xacker

FEMALE NAMES: Danara, Helitra, Izeere, M'seni, Tazke

FAVORED PROFESSIONS

Starship Officer (Medical) or Scientist. Due to the Vidian obsession with finding a cure, almost all Vidiians have some knowledge of medicine, anatomy, and surgery.

SPECIES ADJUSTMENTS: +1 Intellect, -1 Presence, -1 Vitality. All Vidiians apply themselves toward stopping their illness, and this dedication to learning carries over to other areas as well. On the other hand, the Phage leaves them sickly and unable to deal well with injury. Many alien races find their appearance grotesque, and even many Vidiians hate to look upon themselves.

SPECIES ABILITIES

- ▷ **BONUS SKILL: KNOWLEDGE (ANATOMY):** All Vidiians learn a great deal about anatomy, both their own and that of alien races. Not only do they study the subject intently, but they also get to see it as their bodies and those of their loved ones disintegrate before their eyes. They gain Knowledge (Anatomy) 1 at no cost and can treat that skill as a professional skill for the purposes of skill selection and advancement.
- ▷ **BONUS SKILL: MEDICINE:** Vidian children begin learning about medicine from the moment they can speak. Medical matters so dominate their culture that it comes to them as easily as logic to a Vulcan. They gain Medicine skill at level 2 and can treat that skill as a professional skill for the purposes of skill selection and advancement.
- ▷ **BONUS EDGE: COURAGEOUS:** Many Vidiians feel that both their lives and the very existence of their species is at risk. As a result, they willingly push themselves to their extremes. Desperation and courage are two sides of the same coin, after all.
- ▷ **BONUS EDGE: SKILL Focus (ORGAN HARVESTING):** Vidiians develop almost a sixth sense for a being's condition and health. As a result, they have a +2 species bonus to Appraise (Organs) and Medicine (Diagnosis) tests.
- ▷ **PHAGE:** All Vidiians manifest this horrible disease, and it leaves their bodies mutilated and weak. They suffer a -2 species penalty to Influence (Seduce) tests. The Phage kills most infected hosts, quite slowly; Vidiians suffer 1d6 damage per day from the Phage, and one point of this per day is always incurable without replacing damaged organs and tissue.
- ▷ **SPECIES FLAW: SICKLY:** Thanks to the effects of the Phage, Vidiians are susceptible to a wide range of secondary and opportunistic infections.
- ▷ **SPECIES FLAW: SLOW HEALING:** Any natural healing processes that a Vidian's body might undergo quickly collapse under the terrible necrosis of the Phage.

ENCOUNTERS

Vidiians primarily stay near their own area of space, since so many neighboring races know of their organ piracy and fight off most of their incursions. Nevertheless, daring Vidiians travel the length and breadth of the Delta Quadrant in search of new organs and, they hope, a cure. Those who travel the farthest from Vidiian tend to be either the most desperate or most selfless. The most desperate go to any extremes to soothe their agony, while the most selfless hope to find a cure on distant worlds. The latter prove far more likely to deal honorably with alien races, though if their disease progresses too far, even they might resort to drastic measures. A few have heard rumors that a group called the Think Tank possesses a cure for the Phage, and they desperately seek any word of this enigmatic organization.

Vidiian Researcher

This researcher believes the cure is out there, and he will stop at nothing to find it. Sure that the disease began on some other planet, perhaps even developed by an alien race as a weapon, he is determined to search the galaxy until he finds a cure. While few aliens like to deal with him, he deals with whomever he thinks he must.

ADVANCEMENTS: 3

ATTRIBUTES: Agl 7, Int 13*, Per 9, Prs 8*, Str 6, Vit 6

REACTIONS: Quik +2, Savv +3, Stam +0*, Will +3

DEFENSE: 7

HEALTH: 6

COURAGE: 3

SPECIES ABILITIES: **BONUS EDGE:** Courageous, **BONUS EDGE:** Skill Focus (Organ Harvesting), **BONUS SKILL:** Knowledge (Anatomy), **BONUS SKILL:** Medicine, Phage,

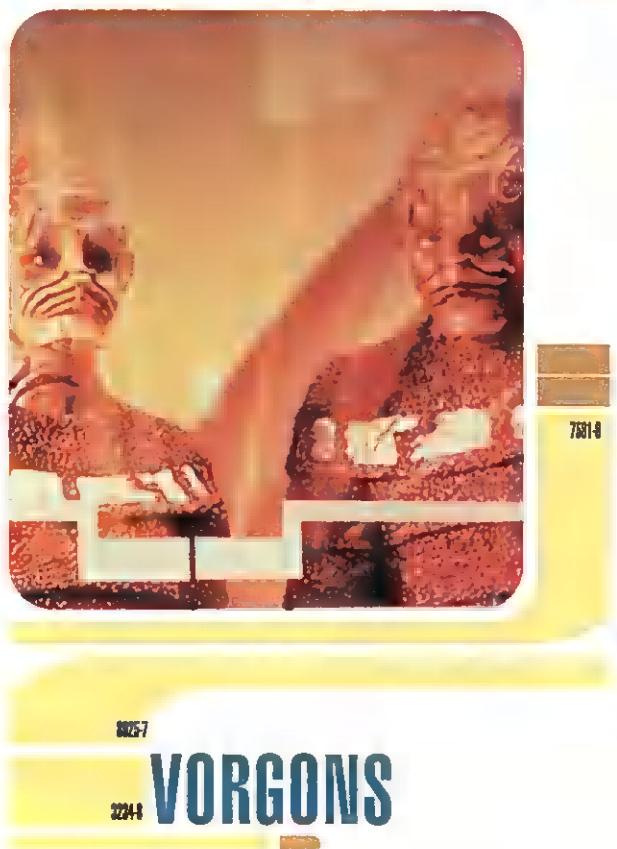
SPECIES FLAW: Sickly, **SPECIES FLAW:** Slow Healing

SKILLS: Appraise (Organs) +2, Computer Use (Retrieve) +5, Construct +3, **ENTERPRISE:** Streetwise +1, Investigate (Research) +2, **KNOWLEDGE:** Alien Races +1, **KNOWLEDGE:** Chemical and Biological Warfare +1, **KNOWLEDGE:** Culture (Vidiian) +3, **KNOWLEDGE:** Diseases (Phage) +2, **KNOWLEDGE:** History (Vidiian) +2, **KNOWLEDGE:** Politics (Haakonian, Talaxian, Vidiian) +5, Repair +2, **KNOWLEDGE:** Religion (Vidiian) +2, **KNOWLEDGE:** Specific World (Kazon Territories, Talax, Vidiia) +2, **LANGUAGE:** Federation Standard +1, **LANGUAGE:** Kazon +1, **LANGUAGE:** Haakonian +1, **LANGUAGE:** Talaxian +1, **LANGUAGE:** Trabe +1, **LANGUAGE:** Vidiian +2, Medicine +3, Persuade +3, **SCIENCE:** Life (Biology, Genetics) +3, System Operation (Sensors) +2

EDGES: Courageous, Curious, Skill Focus (Organ Harvester), Unyielding

FLAWS: Proud

PROFESSIONAL ABILITIES: General Medicine, Diagnosis



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VORGONS

PERSONALITY

Vorgons show little emotion. It's not that they don't experience emotions, but they have poorly developed facial muscles. Any given Vorgon probably has something to hide as well, so he has had a lot of practice in concealing his true intentions and feelings. They are a sneaky and opportunistic race and ought not to be trusted.

PHYSIOLOGY AND APPEARANCE

Vorgons are humanoids with thick, mottled brownish-red and yellow skin and high, tapered crania, so that the tops of their heads have a conical or pyramidal shape. Their faces are characterized by wide, staring eyes and thick creases of flesh that run across the lower cheeks and upper lip.

Vorgon males are taller and broader at the shoulders than the females. The males also have a thick bone ridge at the top of the cranium that is missing in the females.

Vorgons of both sexes wear banded garments called gatas. These are woven from a unique blend of cloth and metal filament, so that they function as lightweight body armor.

HOMELAND

Vorgons hail from Vorgos, a planet located in Delta Quadrant that would receive class-M designation if the Federation discovered it.

HISTORY AND CULTURE

It is important to remember that, as far as the UFP of the 23rd and 24th centuries are concerned, the Vorgons belong to the future, not the present. It wasn't until 2503 that Vorgon scientists developed the technology that they call temporal play, which manipulates Triolic waves to allow travel back and forth through time. It took another 50 years to miniaturize temporal play generators to the point where they were both portable and affordable to the average Vorgon. By the turn of the 27th century just about any Vorgon who wanted to strap a generator to a belt holster under his gata and go time traveling could do so.

The Federation first encountered the Vorgons quite by accident. In 2366 a pair of Vorgon rogues named Boratus and Ajur traveled back from the 27th century in search of the Tox Uthat, a powerful weapon whose inventor had gone into the past to hide it from those who wished to use it for evil purposes. Their search took them to the resort planet of Risa, where they discovered that Starfleet Captain Jean-Luc Picard had it in his possession. Boratus and Ajur confronted him and tried to take the Tox Uthat for themselves, but Captain Picard, with the help of his ship the *Enterprise-D*, destroyed it rather than let them have it.

The Federation has not established diplomatic contact with the Vorgons, as the location of their home-world remains a mystery to them. Even if they did open official relations with Vorgons, the value of agreements made with a race that can travel freely through time, threatening the laws of historical causation at every turn, remains dubious.

Time travel and the opportunities that came with it unraveled Vorgon society. Ties of family, geography or political affiliation don't mean nearly as much as they did earlier in the race's history. Vorgons now organize

TIME DRUG: MRESH

Vorgons use a drug called mresh to withstand the effects of time travel without physical or mental fatigue. When Vorgons are located in a time other than their own, treat them as having this flaw. In addition to normal attribute loss from withdrawal symptoms, they also lose Rapid Healing as a bonus edge.

Vorgons brew mresh from the seed pod of a native plant that is genetically similar to the Terran cocoa plant and take it in pill form or drink it as a bitter-tasting liquid. In a pinch, they may substitute cocoa beans or similar plant seeds and distill something enough like mresh to stave off withdrawal. If they eat the plant seeds, they still undergo withdrawal, but they suffer attribute loss every third day instead of every other day. They still lose Rapid Healing as a bonus edge.

themselves into temporary groups pursuing get-rich-quick schemes that use time travel to bring resources from the past or future back into the present for personal gain.

LANGUAGE AND NAMES

Vorgons speak Vorgon. They favor names with broad vowel sounds, like Boratus and Ajur. Male names begin with consonants, female names begin with vowels.

FAVORED PROFESSIONS

Rogue. Vorgons are sneaks and opportunists by nature, and they are all the more dangerous because they have the capacity for time travel. Small groups of Vorgons roam through time and space looking for treasures to steal.

SPECIES ADJUSTMENTS: +2 Perception, -1 Presence, -1 Vitality. Vorgons have keen senses and powers of observation, but time travel taxes their stamina and overall physical well being. Their lack of emphasis and enthusiasm also makes it harder for them to charm and impress others.

SPECIES ABILITIES

► **BONUS EDGE: NIGHT VISION:** Vorgons have limited infrared vision, which makes it much easier for them to see in dim light and darkness.

► **BONUS EDGE: RAPID HEALING:** Vorgons have rapid metabolisms that allow them to heal quickly. This is a recent evolutionary development, an adaptation to cope with the rigors of time travel.

► **LIGHT BODY ARMOR:** Vorgons wear their uniquely strong garments, known as gatas, at all times. The gata's unique blend of cloth and metallic filament offers a fair amount of protection against physical attacks. Whenever a Vorgon is hit by an unarmed attack or any weapon other than an energy weapon, his gata absorbs 1d6 damage from the attack. A gata for a Vorgon of average size weighs 10 kg.

Vorgon Rogue

The rogue slips back and forth through the time-stream, searching for valuable artifacts or information. This sort of rogue has little care for damage done to the time continuity, because Vorgon technology protects them from all but the most egregious breaches anyway.

ADVANCEMENTS: 3

ATTRIBUTES: Agl 10*, Int 8, Prs 7, Per 9*, Str 8, Vit 8

REACTIONS: Quik +2*, Savv +1, Stam +1, Will +1

DEFENSE: 9

HEALTH: 9

COURAGE: 3

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SPECIES ABILITIES: BONUS EDGE: Night Vision, BONUS EDGE: Rapid Healing, Light Body Armor
SKILLS: ARMED COMBAT: Simple Weapons +4, Computer Use +2, Conceal +4, Observe (Spot) +5, RANGED COMBAT: Energy Weapons +6, Repair +2, SCIENCE: Physical (Temporal Mechanics) +2, SCIENCE: Space +2, Stealth (Shadow) +5, Streetwise +4
EDGES: Alert, Curious
FLAWS: Addiction (Mresh)
PROFESSIONAL ABILITIES: Lurking in Shadows



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VORTA

PERSONALITY

There is a reason the Founders chose the Vorta to be their emissaries to the races of the Dominion—the Vorta are excellent lackeys. Their cunning and callousness allows them to properly impose the discipline demanded by the Founders, while their eagerness to please and greed for notice and acceptance makes them model followers. A few words of praise from a Founder are enough to embolden a Vorta to wipe out whole civilizations in their name if necessary.

The Founders have genetically modified the Vorta through an advanced cloning process, specifically to exaggerate traits like subservience. It makes the Vorta more loyal to the Founders and more easily molded by them. The genetic modifications made to the Vorta also include a total removal of any aesthetic sense. Combined with their poor eyesight, the Vorta lack any sense of color, proportion or beauty. For this reason, artistic treasures are valuable to Vorta only as odd curiosities or examples of the Vorta's ability to take important things away from subject races.

Vorta, like the Founders themselves, are naturally curious beings, fascinated with the behavior of other races. They get annoyed at these races' inability to smoothly bow to the will of the Founders, but they also

find this trait intriguing, like a doctor enthralled by a disease process he is nonetheless sworn to wipe out. A few Vorta actually enjoy it when a race gives them problems, perhaps refusing to vacate their homes as ordered or hiding their sons and daughters from a mandatory indoctrination draft. In these cases, they get to hunt these people down and interview them, figuring out what makes them tick, what bizarre aberration of psychology causes them to think for even a moment that they can escape the will of the Founders. Once the rebel relents or his mind is laid bare by torture, he is no longer interesting, and is routinely killed in a public execution designed to dissuade others from following his lead.

Among themselves, Vorta jockey for top position, not physically but through elaborate schemes to prove one-upsmanship. Those who are held to be most cunning, who detected and outmaneuvered all schemes against them and were victorious in their own schemes against others, are given deference and even a wary respect. These become the leaders and chosen overseers of the Founders. These are the ones granted duty off-world and are allowed multiple clone replicas to replace them if they die, thus giving them a longevity only dreamed of by their fellows. Because their duties for the Dominion often prove dangerous, however, many Vorta use up their allotment of clone lives before their more naturally lived brethren back home die of old age.

PHYSIOLOGY AND APPEARANCE

Vorta are humanoid, built slightly smaller than the average human. Their eyesight is poor but their hearing is excellent, aided by their large ears, capable of funneling sounds from all directions to the Vorta's brain.

Each Vorta is cloned, given up to three clones that can be activated upon the death of the previous one, holding all the Vorta's memories. The Founders, however, choose when and if a new clone is activated. Those Vorta who displease the Founders die a final death, with no clone to take up for them.

Although Vorta have two sexes, they don't have the instincts usually associated with races who breed by sexual reproduction. This is because the Vorta do not breed among themselves but only provide genetic material to the Founders to mix and match in whatever ways the Founders desire. A Vorta never knows his own genetic children or even if he has any—breeding new Vorta is the exclusive domain of the Founders, and is off-limits to Vorta. Vorta thus sublimate what little sex drive they have into competition with others, fueling their games of one-upsmanship. When they win such a bid, it gives them a greater satisfaction than a healthy, loving relationship ever could.

HOMEWORLD

The Dominion keeps the location of the Vorta homeworld secret, for they do not wish to risk the

integrity of their long-term experiment in loyal minion-making to the whims of any attack fleet. Hence, little is known about it. Even the Vorta rarely talk about it among themselves; apparently the Founders gave them an opportunity they could not achieve themselves.

HISTORY AND CULTURE

The Vorta serve the Founders in all things. They cannot conceive of betraying them, unless they become mentally ill. While their devotion does not go to the same unquestioning lengths as the Jem'Hadar, they worship the Founders like gods. They may doubt a particular Founder's tactics or orders, but will follow them nonetheless, assuming there is wisdom in them that is still hidden from them.

While they yearn for praise from the Founders, they greatly fear reprisal. For this reason, they are perhaps overcautious at times in their activities, fearful of failure and the censure it brings. The Founders decide whether or not to activate more clones if a Vorta should die doing his duty. A Vorta's greatest fear is that he will displease a Founder enough to be allowed no future clones.

Since a Vorta's duties often take him far from home and others of his kind, there is not much time to develop or engage in cultural activities. What culture there is among Vorta is based on subtle and elaborate games designed to test one another and see who is the most clever. These rarely grow into deep rivalries, but the farther two Vorta get from the Founder's eyes, the more vicious these games can become, sometimes devolving into actual wars between the Vortas' Jem'Hadar units. The Founders forbid such behavior and punish it severely when discovered, usually by demoting the offenders and abolishing their clones.

Vorta command the Jem'Hadar, and they are the only ones allowed to fully view a ship's data and monitor screens (sometimes, the Jem'Hadar First is also allowed access). To keep others from seeing sensitive data, it is delivered through small holographic eye-pieces.

The Vorta have the duty of rewarding their Jem'Hadar warriors with their daily dose of Ketracel-white. They do so ceremonially, to instill the importance of the "Founder's gift" in their soldiers—and to remind them who they must please lest they be denied a dose. The Vorta choose who among their legions gets promoted or demoted, and while they tend to reward the best warriors, they aren't above letting petty feelings decide these things, often punishing a good soldier simply because he was in the wrong place at the wrong time. Too much of this, however, would trigger aggression from the Jem'Hadar, who are loyal not to the Vorta but the Founders. Although they need the Vorta to administer their drug, their anger at continued mistreatment may blind them to this.

LANGUAGE AND NAMES

Vorta. They also speak Dominion Standard and the various languages of many Dominion subjects, such as the Karemma. Those tasked with extending the Dominion into Alpha Quadrant learn Federation Standard and Cardassian.

Vorta only have one name, for they have no families or clans.

MALE NAMES: Borath, Gelnon, Weyoun, Yelgrun

FEMALE NAMES: Eris, Helprin, Loura, Samoun

FAVORED PROFESSIONS

Diplomat. The Vorta are the Founders' representatives to the Dominion and elsewhere. Unlike diplomats from peaceful cultures, they are trained in vicious indoctrination techniques and methods by which whole cultures can be kept down through fear alone. They are also trained to deal civilly with representatives of other empires, if only to convince them that the Dominion is their best choice for rulership—for the Founders' rule is inevitable anyway.

SPECIES ADJUSTMENTS: -1 Strength, -1 Agility, +1 Presence, +1 Perception.

SPECIES ABILITIES

▷ **BONUS EDGE: CONFIDENT:** The Vorta are completely convinced that their role in life is the most perfect for them. That they were genetically bred to think this helps a lot to reinforce it. They rarely suffer any significant opposition, and when they do, it is (at least at first) seen as a delicious challenge. In addition, they know that, even should they suffer mortal failure, new clones will be activated, allowing them extra lives. Note that Vorta gain this edge even if they don't have the prerequisite Presence.

▷ **BONUS EDGE: SKILL FOCUS (KEEN HEARING):** Vorta ears efficiently pick up minute sounds from all directions.

▷ **DOMINION EXPERT:** Vorta are trained to administer the Founders' will to the Dominion, and so they must know all they can about it. They automatically gain a bonus level in Culture, History and Specific World Knowledge skills, with the Dominion specialty.

▷ **NEARSIGHTED:** The Vorta have a genetic predisposition to nearsightedness, and the Founders have seen no reason to correct this flaw. Since it's good enough for the Founders, it's good enough for the Vorta. Vorta suffer a -2 penalty to all Observe (Spot) tests, and to all attacks beyond close range. The Narrator may also rule this against various

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other skills where visual acuity might be a factor, such as a Knowledge roll to recognize a specific vehicle at a distance.

- ▷ **QUISLING:** Vorta are devout believers in the Founders. They wage propaganda campaigns against those enemies who might put up an excessive resistance, convincing them that the Founders' way is best. They gain a +1 bonus to Persuade and Indoctrinate skill tests when propagandizing for the Dominion.
- ▷ **UNREFINED:** Although the Vorta have superb tact and diplomatic ability, they lack any sense of artistic value. Vorta automatically fail any Appraise check made to evaluate art characteristics, and similarly fail in any skill attempt to execute an art form such as painting, music or fine craftsmanship.

ENCOUNTERS

Vorta can be encountered anywhere in the Dominion, especially places where their attention is required, such as incursions from the Alpha Quadrant or on recalcitrant worlds. They can also be encountered in the Alpha Quadrant among worlds allied with the Dominion, such as the Cardassians.

Vorta Ambassador

This Vorta, like many others, is a skilled front man for the Dominion. His mission is to visit races of the Alpha Quadrant and convince them of the benefits the Dominion can provide them, thus setting up willing outposts for Jem'Hadar warriors. If his hosts don't like what he has to tell them, he doesn't worry, for his elite unit of Jem'Hadar can handle any problem that arises.

ADVANCEMENTS: 10

ATTRIBUTES: Agl 5, Int 8*, Per 9, Prs 8*, Str 4, Vit 7

REACTIONS: Quik +1, Savv +2, Stam +2, Will +5*

DEFENSE: 7

HEALTH: 7

COURAGE: 3

SPECIES ABILITIES: Bonus Edge: Confident, **BONUS EDGE:** Skill Focus (Keen Hearing), Dominion Expert, Nearsighted, Quisling, Unrefined

SKILLS: Computer Use +5, **ENTERPRISE:** Administration +3, Influence (Charm) +6, Inquire (Fraternize) +5,

KNOWLEDGE: Culture (Dominion) +5, Knowledge:

History (Dominion) +5, **KNOWLEDGE:** Specific World

(Cardassia Prime) +3, **LANGUAGE:** Cardassian +3,

LANGUAGE: Dominion Standard +6, **LANGUAGE:**

Federation Standard +4, Law +5, Negotiate (Entreat,

Mediate) +4, Observe (Listen) +6, Persuade

(Propaganda) +6, System Operation (Flight Control)

+3, System Operation (Sensors) +2

PROFESSIONAL ABILITIES: Magnanimous

EDGES: Command, Confident, Promotion, Shrewd,

Skill Focus (Keen Hearing)

FLAWS: Rival

ERAS

ENTERPRISE, TOS, TNG: Prior to encounters with the Federation, the Vorta run into few challenges to the Dominion. Working in combination as emissaries and enforcers, they bring the will of the Founders to the other solid races.

DS9: The stiff resistance of the Alpha Quadrant truly challenges—and excites—many Vorta. The chance to study recalcitrant races fills them with curiosity. On occasion, Vorta even die on the front lines, and in at least one instance a clone actually tries to defect in order to save the Founders from the war.

VOY: When separated from the Dominion, the Vorta retain their composure. As seen in one case where a Dominion ship crash-lands on a barren world, even a dying Vorta refuses to see the possibility of defeat for the Dominion. Convinced of the god-like power of the Founders, and without a fear of death, a Vorta far from home is still a creature of cunning.



VULCANS

PERSONALITY

Vulcans exalt logic over emotion, and usually repress or sublimate emotions in daily behavior. Vulcans who deal with non-Vulcans on a regular basis often maintain an almost glacial calm, possibly as self-defense against so much unguarded feeling. Among themselves, Vulcans usually seem more relaxed; Vulcan ambassadors often cultivate a kind of distant good humor and politesse. Even Vulcan ambassadors,

however, have trouble predicting or depending upon the behavior of more emotional species.

PHYSICAL DESCRIPTION

Vulcans closely resemble Humans, with the same average height and weight. Their pointed ears are slightly larger than the Human norm, and their slanted eyebrows sometimes give them a questioning look. The inner, or *nictitating*, eyelid is not visible. Vulcan skin complexions range from olive to dark mahogany, with a green cast provided by their copper-based blood. The Vulcan heart rests in the lower center of the torso, surrounded and protected by highly efficient lungs.

HOMeworld

The planet Vulcan (or *Ti-Valka'ain*, in the Vulcan language) is the second planet of six orbiting the orange star 40 Eridani A (part of a trinary system; the other two stars are too far away to be immediately visible in Vulcan's sky). Vulcan is a harsh, desert world (barely a quarter of the surface area is water) with a thin atmosphere and high (1.4 G) gravity. Vulcan's geology produces starkly upthrust mountains: craggy, inhospitable, and inspiring to the planet's ascetic logicians and mystics alike. The capital city of Vulcan, ShirKahr, is a low, stark city laid out in logical grids and quarters around an ancient oasis.

HISTORY AND CULTURE

The Vulcans possess a sophisticated, ancient culture with customs dictated by their devotion to logic. Vulcan art forms are formal and precise, intended not to evoke an emotional response but to stimulate thought or help induce a meditative mindset. Vulcans also enjoy strategy games, formal debates, and similar activities. A Vulcan must apply logic to all situations he encounters and never give in to emotion (including violent emotions). The constraints of Vulcan reproductive biology, however, make this difficult. Every seven years beginning at age 14, Vulcan males experience *Pon farr*, in which the mating urge emerges with irresistible force. A Vulcan who does not mate suffers a fatal neurochemical imbalance. He may also experience *plak-tow*, the "blood fever," when he loses all control of his emotions and can fight and kill without hesitation. Hence, Vulcans generally bond in their pre-teen years, to logically select mates before the madness of *Pon farr*. Vulcan marriages then proceed logically in the *koon-ut-kal-if-fee* ceremony, only rarely resulting in ritual combat to the death.

Vulcans see violence as a waste of resources, time, and lives, and therefore illogical. If a Vulcan practices a martial art, he does so to hone his physique and discipline his mind. Above all else, Vulcans value peace and prefer to resolve differences—logically—through mediation. They are no fools, however, and when a

Vulcan logically concludes that force must be met by force, he makes a formidable adversary.

Surak

Surak, the great teacher whose Awakening in 312 is the central event of Vulcan history, rejected violence in all its forms. He believed in total peace, pure logic, and ideal selflessness. Since all Vulcans know empirically that they possess a *katra*, or soul, ideologies of peace and life resonated with them even in Surak's era of global civil war. Vulcans applied his teachings to the formal logic of T'Plana-Hath and arrived at the philosophy of "infinite diversity in infinite combination," a delicate blend of studying the universe and aiding those who can add both diversity and spirit to it. Such motives caused Captain Sevak to contact Earth in 2063 to welcome Humanity to the stars. Captain Sevak was a follower of the way of Jarok, who attempted to reconcile Surak's logic with the undeniable truth of emotional existence; followers of Jarok seek to embrace, understand, and thus tame their emotions rather than fighting to repress them.

Even more radically, some Vulcans have rebelled against the emotionless nature of Surak's ideal, from the warrior followers of Tellus (who left Vulcan in exile in 369 to eventually found the Romulan Empire) to Tomaris' 22nd-century group of disaffected psychic explorers to Sybok's quixotic 2287 search for God in the center of the Galaxy. Emotional stress in Vulcan lives has even led to the development of opportunistic infections such as Bendii Syndrome, which leaves Vulcans prey to sudden emotional attacks and mental breakdowns. Like all members of the Federation, the Vulcans have not achieved full species maturity, or learned all the answers, even from their violent past and scientific present.

LANGUAGE AND NAMES

Vulcan and Federation Standard.

Vulcans use only given names, though in ritual greetings they add their parent's name (and sometimes more), as in Spock, son of Sarek, son of Solkar. Even Vulcans of extremely ancient and powerful families (such as Sarek's line) use no honorifics; aristocracy is illogical, and logically, anyone worth impressing should already know who you are without being reminded of your family's status.

MALE NAMES: Delvok, Kov, Lojal, Sakar, Sakkath, Sanshiin, Sarek, Satelk, Satok, Savar, Skon, Solkar, Solok, Sonak, Sopek, Soral, Soval, Spock, Stonn, Surak, Sybok, Tavin, Tolaris, Tuvok, Vanik, Vorik

FEMALE NAMES: Saavik, Sakonna, Selar, Senva, Sitak, T'Lar, T'Lara, T'Pan, T'Para, T'Pau, T'Pel, T'Penna, T'Pera, T'Plana-hath, T'Pol, T'Pring, T'Shanik, Tallera, V'Lar, Valeris

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SPECIES EDGE: KOLINahr

The former mindlord Sanshim founded the discipline of Kolinahr in 319, shortly after the awakening of Surak, and named it for the mountain on which he taught. The path of Kolinahr is the most rigorous and unforgiving of all the Vulcan disciplines. While most Vulcan thought attempts to suppress, sublimate, or harness emotion, the way of Kolinahr seeks to purge it entirely. Using the traumatic 'san'stal process, postulants to Kolinahr must rid themselves of every passion, from base lusts to noble ambitions to innocent joys, leaving only the pure intellect.

Prerequisites: Intellect 7+, Pacifist 3, Exceptional Concentration, and Unyielding. You must be a Vulcan to possess this trait, and you may not possess the Devotion flaw. Your Narrator may also require a roleplaying explanation in the context of your series.

Effects: You may take a +2 to any skill test for any intellectual task involving logic, reason, or memory—this includes most academic tests, as well as skills like Investigate, Administration, and others at the Narrator's discretion. You may also take a +2 to skill tests for any test using Negotiate, Persuade (Debate), or similar skills on fellow Vulcans, as well as a +2 bonus to Renown tests affecting Vulcans.

SPECIES FLAW: PSYCHODEGENERATIVE DISORDER

Psionic abilities remained repressed in Vulcan society (aside from the occasional secret monastic order) until the late 22nd century, and the combination of rigorous emotional suppression with taxing psionic exertion can cause degeneration in the Vulcan brain. Vulcans are susceptible to several types of psychodegenerative disorders such as Bendii Syndrome, with symptoms ranging from loss of emotive control to obsession or psychosis.

Prerequisites: Must be a Vulcan with the Mind Meld ability. (Vulcans in the 22nd century do not usually develop these disorders without experiencing a rare Mind Meld.)

Effects: You have a personality disorder that becomes apparent in stress situations, and is not easily cured with the limited medicine available for psionic problems. At one point in each episode, one personality problem—typified by a Flaw—will crop up; the Narrator will tell you when, and what problem. Any specific game penalties associated with that Flaw apply in full. You could temporarily find yourself Arrogant or Easily Distracted. The Narrator randomly assigns a Flaw; the same Flaw can come up multiple times, or it might be a different Flaw each time.

Upgrade: If you upgrade this Flaw, you suffer from one random personality disorder each game session. The disorder may change in each new session, but lasts through the entire game.

SPECIES ADJUSTMENTS: +1 Intellect, +2 Strength, -3 Presence. Rigorous training in logic from an early age prepares Vulcans well for studies of any kind and strengthens their intellect almost as much as the high Vulcan gravity strengthens their muscles. Other species, however, find the emotionless façade that results from such intensely applied logic severely off-putting and unfriendly.

SPECIES ABILITIES

- ▷ **BONUS EDGE: KEEN HEARING:** With ears specialized to hear sounds through Vulcan's thin atmosphere, Vulcans have especially sharp hearing. (See page 138 of the *Star Trek RPG Player's Guide*.)
- ▷ **BONUS EDGE: PSIONIC:** Vulcans automatically possess the Psionic edge.
- ▷ **ENHANCED RAPID HEALING:** When injured, Vulcans concentrate their strength, blood, and antibodies onto injured organs by a type of self-induced hypnosis. Once per day, a Vulcan character can enter into a trance lasting 10 minutes for every affected wound level (10 minutes for Healthy, 20 minutes for Dazed, 30 minutes for Injured, and so on). At the end of this period, the Vulcan recovers a number of wound points equal to his Vitality modifier (minimum 2). When employed, this ability replaces the character's natural healing for the day (including Fortitude tests made to recover additional wound points; see page 252 of the *Star Trek RPG Player's Guide*). The character still gains the benefit of First Aid and Medicine skill tests.

For example, Mr. Spock suffers damage that leaves him with 1 wound point in the Incapacitated wound level. He focuses his mind on his injuries, entering a trance for 40 minutes. Afterward, he regains lost wound points equal to his Vitality modifier, +3. This moves him to the Wounded category, and he does not recover additional wound points due to rest. Moreover, were he eligible to make a Stamina test to heal damage, he would be unable to make the test (since his body had performed whatever healing it was able). Dr. McCoy could make a Medicine skill test to give Mr. Spock additional wound points, however.

- ▷ **MIND MELD:** This Vulcan discipline allows them to share memories with another character. Both participants in a meld know the origins of their new memories, and melding does not cause identity loss or confusion. Treat this ability as a skill, starting at level 1, which can be advanced as a professional skill.

The Vulcan character must be able to touch his target (and the ability does not work through physical barriers such as gloves). Establishing a mind meld is a full-round action. The character makes a Mind Meld skill test and adds his Psionic modifier,

opposed by the target's Willpower or Mind Shield. (if the target actively resists). Even if the target's reaction test succeeds, the character can continue to plumb more deeply into his psyche as another full-round action, initiating a new opposed test, but at a -1 to the skill test. This penalty is cumulative.

▷ **NERVE PINCH:** Vulcans can perform a combat maneuver, the nerve pinch, on any vertebrate by gripping it at the base of the neck (or an equivalent nerve center) and applying pressure in a special way. The character must make an Unarmed Combat skill test to hit the proper spot correctly. This test suffers a -5 skill test penalty. Used against an opponent who is unaware of the attempt, ignore this penalty. If successful, the target is automatically stunned for 2d6 rounds (no reaction test is allowed).

ENCOUNTERS

Vulcans can appear anywhere, in any story. Although most Vulcans will be the law-abiding, emotionless professionals familiar from science labs and Starfleet vessels across the Federation, there are many exceptions. Vulcan traders ply the spacelanes, even on quite primitive planets; a logical search for a profit is no different, to some, than the logical search for new nebulae. Vulcan terrorists of the Vulcan Isolationist Movement connive to separate their homeworld from the emotional Federation, possibly with the aid of the Vulcans' descendants in the Romulan Empire. When the situation requires it, Vulcan ambassadors can lie with the best of them, which can have repercussions among less-peaceful species.

Vulcan Psionic Master

Despite their logical, scientific outlook, Vulcans retain a powerful awareness of mysticism. Their monasteries offer contemplative training as well as psionic instruction. Vulcans with strong psionic talent sometimes take up the mantle of monks or adepts; this sort of master has studied long and hard to harness the ultimate limits of Vulcan mental power. While most psionic masters remain on Vulcan to develop their individual skills privately, a rare few can be found teaching other species to control nascent powers, or instructing important Federation officials in means to foil telepathic spying.

ADVANCEMENTS: 15

ATTRIBUTES: Agl 7, Int 12, Per 10*, Prs 9*, Str 8, Vit 7, Psi 10*

REACTIONS: Quik +1, Savv +2, Stam +2, Will +5*

DEFENSE: 7

HEALTH: 8

COURAGE: 4

SPECIES ABILITIES: **BONUS EDGE:** Keen Hearing,

BONUS EDGE: Psionic, Enhanced Rapid Healing, Mind Meld, Nerve Pinch



SKILLS: Athletics +2, Computer Use +2, **CRAFT:** Pottery +4, **ENTERTAIN:** Play Instrument (Vulcan zither) +4, First Aid +3, Inquire +7, **KNOWLEDGE:** Culture (Vulcan) +8, **KNOWLEDGE:** History (Vulcan) +8, **KNOWLEDGE:** Psionic Mysticism (Vulcan) +8, **KNOWLEDGE:** Religion (Vulcan) +8, **KNOWLEDGE:** Specific World (Vulcan) +4, **LANGUAGE:** Federation Standard +3, **LANGUAGE:** Vulcan +6, Mind Control +6, Mind Meld +10, Mind Shield +9, Negotiate +6, Persuade +4, Observe +5, Survival +6, Telepathy +9, **UNARMED COMBAT:** *Ponn-ifla* +5

EDGES: Kolinahr, Psionic, **PSIONIC COVERAGE:** Mind Control, **PSIONIC FOCUS:** Mind Meld, Thinker, Unyielding

FLAWS: Pacifist

PROFESSIONAL ABILITIES: Baffling Mysticism, Conviction, Impenetrable Mind, Meditation, Mind Over Body, Wanderer

Other Vulcan Characters

DIPLOMAT: Diplomacy and ambassadorial work have a long and honored tradition in Vulcan society. A diplomat could accompany a starship for first contact missions, or serve on a starbase as a mediator for cultures that want to come to a neutral territory for negotiations.

MERCHANT: The quest for profit is logical—it is a means to gain knowledge and material to advance the quality of life, which in turn improves the opportunity to provide positive influence on others. Vulcan merchants may not be the best hagglers, but they have a knack for administration and numbers that makes them excellent at accounting—and much in demand on merchant vessels for the ability to squeeze a profit out of the most gloomy accounts.

ROGUE: Some Vulcans still disagree with the cultural predilection toward emotionless behavior. Still,

the powerful impact of Vulcan emotions renders these individuals dangerous or unstable. Vulcans who refuse the logic of Surak often become social pariahs and take to wandering the spacial lanes in search of personal knowledge and fulfillment.

ERAS

ENTERPRISE: The Vulcans of the 22nd century are distant to Humanity, seeing Humans as a dangerously unstable, yet potentially tractable, species. Vulcans attempt to influence Human policy and development during this time. Vulcans themselves, however, have not fully developed as a species; few actually live up to the ideal of total emotional rigidity. Using subterfuge and their superior technology, Vulcans isolate other races and act as intermediaries to control first contacts, specifically through their Interspecies Exchange programs. Human desire to explore and help other people winds up spinning out of the Vulcans' ability to control, leading to confrontations (and eventual resolutions) with nearby races. Still, the Vulcans' cool demeanor and tendency to withhold both technology and information based on their self-awarded "superiority" means that they are rarely trusted. T'Pol, the first Vulcan to serve on a Starfleet vessel, seems to embody this difficulty as Starfleet sends out the NX-01 *Enterprise* against Vulcan advice; she often works at odds with Human motives and goals early in the mission, until she develops an uneasy rapport with Captain Jonathan Archer.

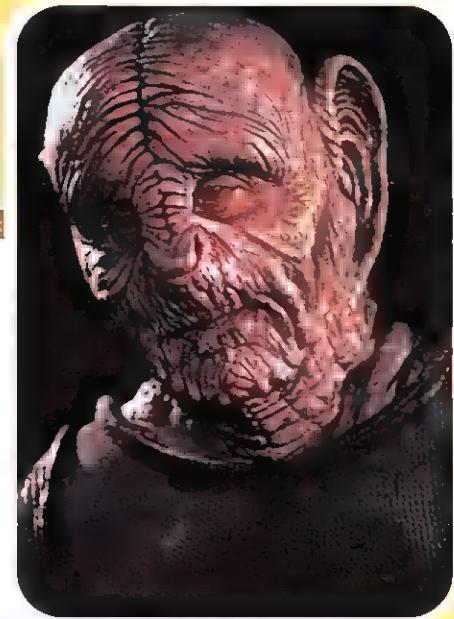
TOS: With the formation of the Federation, Vulcans see the logic inherent in the cooperation of many diverse species. Not all Vulcans agree with the Human ideal of total cooperation, especially with violent races like the Andorians. Nevertheless, the Vulcans of this era benefit from the Federation as much as any other member species. The philosophy of Infinite Diversity in Infinite Combination sees the acceptance of diverse ideologies, leading the Vulcans to improve their self-mastery, to abandon their subterfuges, and to lead by example as exemplars of logic, discipline, honesty, and peaceful diplomacy. The half-Vulcan Spock, driven to excise his Human "weakness" and emulate the Vulcan ideal, ironically comes to bridge the gaps between Humans and Vulcans; he serves as an exceptional Starfleet officer and legendary paragon of self-control, even while he serves as friend and counselor to Captain James T. Kirk.

TNG: The 24th century Federation holds hundreds of member species, but the Vulcans are one of the few founding races. This affords them a level of great respect among younger races, who see the Vulcans with something like awe. Human-Vulcan relations normalize to the point that the two species often fraternize and regularly learn to accommodate each others' differences. Still, even within logic, there is room for dissent; the Vulcan Isolationist Movement hopes to secede Vulcan from the Federation, even as legendary

Ambassador Spock attempts to reconcile the differences between Vulcans and their Romulan cousins.

DS9: When the Federation enters the Dominion War, Vulcans remain committed to peaceful solutions where possible but logically recognize that the good of all Federation members depends upon the full commitment of every world, including their own. Vulcan physicians, Starfleet officers, and mystics all fill important roles across the Alpha Quadrant, be it in crewing starships in battle or ministering to the suffering in the aftermath.

VOY: When *Voyager* finds itself catapulted into the Delta Quadrant, security officer Tuvok serves as a sounding board and advisor to Captain Kathryn Janeway. His logical approach to *Voyager*'s difficulties provides an even keel for fellow crewmembers. Of course, his shipmates must come to his aid from time to time, as when *Pon farr* arrives and the crew must hastily find a treatment (since his wife is, at the time, several thousand light-years away).



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YRIDIANS

PERSONALITY

Some might call them practical and eminently sensible, others cold and utterly ruthless. On the surface, Yridians are calm and measured and in extraordinary instances they can even summon a hint of amiability. But no one who has any experience in dealing with

them doubts that Yridians have much feeling for anything other than their own interests.

PHYSIOLOGY AND APPEARANCE

Yridians have claw-like hands, a stooped posture that makes them look shorter than most other humanoids, heavily creased skin and large ears that protrude as if someone had attached dinner plates to the sides of their heads. Most Yridians are bald, although some possess a shock of lavender hair at the top of the forehead.

HOMeworld

Yridians come from Yrda, a class-M planet located in Alpha Quadrant, about halfway between Cardassian and Romulan space. Its most noteworthy geographical features are its vast plains, which are home to the Yridian yak, a huge beast that the Yridians have domesticated for food, hides and dairy products. Many exotic species of fruit also evolved on Yrda, all of which are distilled and blended in various combinations into Yridian brandy.

HISTORY AND CULTURE

Deep in their prehistory, the Yridians' ancestors lived as scavengers on a homeworld filled with large and menacing predators. This sense of their own marginality lives on in their collective unconscious and lies behind their focus on shadowy, extra-legal ways of making a living. Yridians are not great builders or thinkers, but they know instinctively how to be successful sneaks, spies, thieves and assassins. They are always on their guard, and they trust few outside their own kind.

Yridians have spied, smuggled and conducted all other manner of illicit activity in the area of Alpha Quadrant between the Cardassian and Romulan Empires since before either race made first contact with the Federation. Since first contact, they have extended their operations deep into Federation space, even into UFP worlds in the Beta Quadrant.

In 2369, Yridian agents working for Cardassian interests ambushed a ship carrying distinguished archaeologist Richard Galen and mortally wounded him. It was later determined that the Cardassians (along with the Klingons and Romulans) wanted to steal Professor Galen's research into his theory that many of the galaxy's humanoid life forms evolved from a single common ancestor.

No one ever suspects Yridians of playing favorites, though, and in 2370 they were widely suspected of smuggling weapons to the Maquis, a group of militant Federation colonists living in the Demilitarized Zone between the UFP and the Cardassian Empire. The Maquis hoped to provoke a new war between the two by conducting acts of sabotage and terrorism against Cardassian targets.

Oddly enough, Yridians have also gained wide renown for their native beverages. Yridian blended teas and distilled liquor are prized luxuries throughout Federation space.

LANGUAGE AND NAMES

Yridians speak their native language, Urd. Since very few non-Yridians know it at all, it functions as a secret code among Yridian spies. Yridians favor short, harsh-sounding names, like Jaglom Shrek and Ishkir Yog.

FAVORED PROFESSIONS

Rogue. Yridians make their living by brokering information and fixing shady deals of every imaginable stripe. They run several far-flung intelligence networks in Federation territory, and their agents are beholden to no one but each other. The UFP therefore considers Yridian agents a serious security threat, and work earnestly to discover them and track their activities. These networks, however, are highly decentralized. Each cell or lone operative works more or less autonomously and no one the entire operation, or even knows enough about it so that they could unravel it if forced to give information about it.

SPECIES ADJUSTMENTS: +2 Perception, -1 Presence. By experience and by nature, Yridians are exceptionally observant. They have an instinctive ability to read others' moods, and they know how to pick out important details in their immediate surroundings. On the other hand, their reputation as shady characters hinders them in their dealings with other races.

SPECIES ABILITIES

- ▷ **BONUS EDGE: EIDETIC MEMORY:** Yridians have an extraordinary innate capacity for processing and retaining information.
- ▷ **DEVIOUS:** Considering their widespread ill fame, Yridians possess remarkable powers of persuasion. They receive a +2 species bonus to Influence skill tests.
- ▷ **ROGUISH:** Yridian characters receive a Tier 1 Rogue professional ability as a bonus, no matter what their actual profession.

FAVORED PROFESSIONS

Rogue. A typical Yridian rogue is a spy and all-around scoundrel operating in Federation space. Typically, he works alone or in cooperation with no more than a handful of other Yridians. He trusts no one, sometimes not even himself. He is always on the lookout for bits of information that he can sell to an interested party somewhere down the line, but he will entertain just about any underhanded business proposition.

ENCOUNTERS

Yridians lurk around the borders of the Alpha and Beta Quadrants, but occasionally make their way into the empires of various galactic powers. As such, it's possible for an individual Yridian (or perhaps even a whole small shipload) to show up in the middle of some illicit operation, just about anywhere.

Yridian Information Broker

The Yridian broker isn't above selling out his own mother's secrets to the highest bidder. He uses his web of connections to ferret out other peoples' secrets, then blackmails them for more secrets and contacts.

ADVANCEMENTS: 3**ATTRIBUTES:** Agl 11*, Int 9, Prs 5, Per 12*, Str 8, Vit 6**REACTIONS:** Quik +3*, Savv +3, Stam +1, Will +1**DEFENSE:** 9**HEALTH:** 7**COURAGE:** 5**SPECIES ABILITIES:** Bonus Edge: Eidetic Memory, Devious, Roguish**SKILLS:** Appraise +2, Conceal +4, Energy Weapons +6, Forgery +3, Influence +4, Persuade +6, Observe (Listen) +6, Simple Weapons +5, Stealth (Shadow) +5, Streetwise +4**EDGES:** Shrewd, Skill Focus (attentive), Skill Focus (furtive)**FLAWS:** Infamy (crime)**PROFESSIONAL ABILITIES:** Con Artist, Fleet of Foot**PERSONALITY**

Zakdorns are highly solitary beings, so they get very little practice in social interaction and don't grasp

its importance to other races. They have an understandable reputation for arrogance and petulance because they don't know how to smooth over their differences with others, and they wouldn't care even if they did. They frequently display compulsive behavior and feel threatened if they cannot control the immediate circumstances in which they find themselves.

PHYSIOLOGY AND APPEARANCE

Zakdorns are humanoids whose bald heads are marked by folds of thick, fibrous tissue that hang down from their cheeks. Most Zakdorns have three of these pouches on each side of the face, although the number has been known to vary. Scientists who have studied Zakdorn anatomy theorize that these structures served as mating displays early in the race's evolution.

HOMeworld

Zakdorns take their name from their original homeworld, Zakdorn, which was destroyed by an artificially induced catastrophe in 2170. They now live on an exact replica of Zakdorn that they constructed in their home system. This replica is not entirely satisfactory—many geological features are simply holographic simulations of the originals, and genetically engineered replicas of native fauna occasionally behave in uncharacteristic ways—but it remains a remarkable feat of engineering.

HISTORY AND CULTURE

Weak central authority characterized most of Zakdorn social evolution, as their instinctive reluctance to cooperate with each other made it almost impossible for those who would lead to persuade others to follow. Even chieftains and kings whose intentions clearly served the common good found that their persuasive (and even coercive) appeals had limited effect. Nation-states were exceedingly fragile, as communities (and individuals within communities) did their best to remain isolated from each other.

The invention of electronic communications technology made it easier for ambitious Zakdorn leaders to make their constituents associate with each other whether they really wanted to or not. Various nation-states began cobbling together their own comprehensive communications networks. These networks eventually merged into a planet-wide network called the Imon Uldani. But for the Zakdorn, easy worldwide communication meant bickering on an unprecedented scale. Small groups dedicated to destroying the network surfaced. In 2170 one of these underground organizations detonated a massive explosive device in the atmosphere, intending that the electromagnetic pulse would cripple the Imon Uldani. Instead, it set off a chemical chain reaction that ultimately dissolved Zakdorn's ozone layer and made the planet uninhabitable.

Faced with such a crisis, the Zabdorn united for the first time in their history to evacuate their homeworld and resettle on nearby class-M planets. Over the next 150 years, Zabdorn scientists and engineers worked on the Great Project—a replica of Zabdorn as it had once been, complete with all geological features and native life forms, and set in an orbit synchronized with the irradiated hulk of the original planet. This new Zabdorn became habitable in 2320.

The Federation made first contact with the Zabdorns in 2300. The Zabdorn accepted technical assistance from Federation member races on the Great Project and applied for formal membership in 2344.

Society

In keeping with their prickly temperaments, Zabdorns have a deliberately anti-social society. They live by themselves and do not cohabit for any reason other than child rearing. They consider reproducing their species a chore at best, a distasteful biological compulsion. Mating involves only brief contact between partners, usually arranged by long-distance communication through third-party brokers. The brokers help negotiate a contract between the partners stipulating their obligations (or lack of obligation) to participate in raising the child. They also name the child if the parents cannot agree on a name (Zabdorns have no social convention requiring that children inherit their parents' names). Children live with their fathers until maturity, receiving only periodic visits from their mothers.

LANGUAGE AND NAMES

Zabdorns speak Zabdorn. They favor oddly melodic multi-syllabic names, like Sirna Kolrani and Klim Dokachin.

FAVORED PROFESSIONS

Starship Officer. Zabdorns' formidable intellectual skills and their love of precision enable them to distinguish themselves in the UFP civil service and certain technical specialties within Starfleet. Their lack of interpersonal skills renders them unlikely candidates for command positions or any job that involves close and constant cooperation with others.

SPECIES ADJUSTMENTS: +2 Intellect, +1 Perception, -3 Presence. Zabdorns serving in Starfleet continually impress their colleagues with their strong intellects and ability to notice significant details. But the fact remains that a race so ornery that it can't even get along with itself scarcely wins over others with charisma.

SPECIES ABILITIES

► **ANTISOCIAL:** Zabdorns don't play (or work) well with others, but they function well in solitude.

Whenever a Zabdorn must make a skill test in a situation in which he works alone, without the need for assistance from anyone else, add +1 to his roll.

On the other hand, Zabdorns are so notorious within Starfleet for their poor interpersonal skills that they are rarely taken seriously as candidates for leadership positions. A Zabdorn character cannot choose the profession Starship Officer (Command) unless he has a Presence of at least 8.

► **BONUS EDGE: COMPETITIVE:** Zabdorns relish the chance to out-do each other, no matter what the activity. Aficionados of the game stratagema note that famed Starfleet military theorist Sirna Kolrani (one of the most famous Zabdorn) was a ferocious competitor, a trait that played no small part in his becoming a third-level master.

► **BONUS EDGE: METICULOUS:** Zabdorns are nothing if not precise thinkers, a quality that makes them excellent scientists and bureaucrats. They have served Starfleet well in each of these capacities.

Zabdorn Starship Officer (Engineer)

ADVANCEMENTS: 1

ATTRIBUTES: Agl 8, Int 12*, Prs 5, Per 10*, Str 8, Vit 8

REACTIONS: Quik +2, Savv +2, Stam +1*, Will +3

DEFENSE: 8

HEALTH: 9

COURAGE: 3

SPECIES ABILITIES: Antisocial, **BONUS EDGE:** Competitive, **BONUS EDGE:** Meticulous

SKILLS: Athletics +2, Computer Use +7, **ENGINEERING:** Systems +6, First Aid +4, **KNOWLEDGE:** Culture (Zabdorn) +3, **KNOWLEDGE:** History (Zabdorn) +4, **LANGUAGE:** Federation Standard +3, **LANGUAGE:** Zabdorn +4, **RANGED COMBAT:** Energy Weapons +3, Repair +6, Survival +3, System Operation +7, **UNARMED COMBAT:** Brawling +2

EDGES: Alert, Shrewd

FLAWS: Proud

PROFESSIONAL ABILITIES: Engineering Certification, Starship Duty

2014

ZARANITES

PERSONALITY

Zaranites are gregarious and engaging by nature. Other species fascinate them, and they enjoy spending time with outsiders. They like to hear different per-

117+

118

119

120

121+

122+

123

124

spectives, delighting in philosophical conversations over a meal or debating future events. Zaranites often perform numerological readings for guests and friends, telling them about their past, present, or future.

Their obsession with numbers borders on superstition; Zaranites follow a complex numerology system of felicitous and infelicitous numbers. It can be impossible to get a Zaranite to board a starship with an "infelicitous" registry number, and they usually insist on departing on particular days and at specific times.

PHYSIOLOGY AND APPEARANCE

Standing approximately 1.8 meters tall, Zaranites are physically non-threatening. However, their distinctive dress and environment masks, covering their eyes, nose, and mouth, help them stand out in a crowd. Zaranites find the oxygen-nitrogen atmosphere common to most humanoids to be poisonous. They traditionally wear flowing beige robes that reveal only their bald pates.

HOMeworld

Zaran II is the second of five worlds orbiting Zeb, a bright, orange, subdwarf star (Type K4 VI). The planet possesses a thin, oxygen-argon-fluorine atmosphere, and a cold desert environment of metallic sands.

HISTORY AND CULTURE

Like the Capellans, the Federation first contacted the Zaranites to negotiate a treaty to mine their rich dilithium deposits. Also as with the Capellans, the Klingons were also interested in mining the planet.

When both parties arrived, it quickly became apparent that the Zaranites were expecting them, even to the point of greeting each side's representative where they materialized. The Zaranite leader quickly settled on a deal with the Federation commissioner after predicting that the Federation would win their conflict with the Klingon empire, and the two sides would eventually become allies. The Klingon operative attempted to assassinate the Tattawanika later in the day, but was foiled by the Starfleet officers present (also predicted by Zaranite mystics). Afterwards, the Zaranites requested, and received, protective status from the Federation Council. They later joined the Federation as full members.

Led by a mysterious religious figure known as the Tattawanika, the Zaranites practice a little understood science called psychohistory, in which all experiences, events, and even personalities can be represented by numbers. By graphing the numbers of any system, patterns emerge—sunspot activity, the rise and fall of rivers, and, most intriguingly, sapient behavior. Identifying these patterns, the Zaranites are able to foretell the future, uncover facts from the past, or gain insight into the present. They do not attempt to alter these patterns, however, preferring to let nature take its

course. Since their introduction to interstellar relations, Zaranites have accurately predicted the nova of the Beta Antigula star, the end of Klingon-Federation hostilities, and the emergence of a proto-star in sector 218.

Zaranites employ this science like a mystical religion. To them, the Tattawanika is a divine being who understands the fundamental structure of the universe, and so is the best to guide their species through history. Entire monasteries are given over to this predictive science, where clerics formulate mathematical equations by which to understand specific events. When the current Tattawanika dies, a search is conducted to find his replacement. Employing complex equations, a commission of mystics and number theorists pinpoint the identity and location of their next leader.

Generally, Zaranite society is peaceful. There are no wars recorded in their history, though, curiously, they possess dozens of alternate histories in their libraries, the result of various psychohistorical equations.

LANGUAGE AND NAMES

Zaranites speak *t'titachaka's*, a language composed of high-pitched, rapid clicks and trills. Zaranite names are unpronounceable by other species. They often choose mathematic symbols as their names.

MALE AND FEMALE NAMES: Alpha, Cosine, Epsilon, Omega, Pi, Radix, Sine, Theta

FAVORED PROFESSIONS

Mystic and scientist. Zaranites practice a curious form of predictive mathematics that allows them to glean information about the future and the past. Those who choose to venture out into the Galaxy often find employment as theoretical mathematicians, for which they are highly sought after.

SPECIES ADJUSTMENTS: Zaranites receive no adjustments to their attribute scores.

SPECIES ABILITIES

► **ATMOSPHERE REQUIREMENT:** The oxygen-argon-fluorine mixture that Zaranites breathe is toxic to other species, but without it a Zaranite suffocates painfully. Zaranites without their special breath masks and atmosphere processors asphyxiate (see page 228 of the *Star Trek RPG Player's Guide*).

► **BONUS EDGE: NIGHT VISION:** Evolving on a dim world gives Zaranites very sensitive eyes, although they lack fine color judgment and discrimination.

► **BONUS SKILL: PHYSICAL SCIENCE (MATHEMATICS):** Zaranites can perform complex calculations in their heads, and are prized for the mathematical skill. All Zaranites receive the skill Physical Science (Mathematics) at level 2, and can treat this as a pro-

fessional skill for the purposes of skill acquisition and advancement.

- ▷ **LIGHT SENSITIVE:** Most Zaranites wear polarized lenses as part of their breathing masks, because the light common to other species' homeworlds is brighter than usual for them. A Zaranite in normal lighting, without eye protection, is disoriented and suffers from acute pain. This causes a -5 penalty to all tests.
- ▷ **POOR SIGHT:** Because of their home system's dim star, Zaranites have weak discriminatory eyesight. They suffer a -4 penalty to all physical tests that depend on sight. Physical skills used academically are unaffected by this ability. Note that against moving targets at close range, a Zaranite suffers no penalty (see Zaranite Spatial Sense, below).
- ▷ **PSYCHOHISTORY:** Zaranites can reduce almost anything to numbers, graph the system, and find hidden patterns, and from this predict future events or divine the past. Treat this as a special skill that Zaranites gain at level 1 as a professional skill, with Physical Science (Mathematics) as an affinity skill. By making a successful Psychohistory skill test, a Zaranite can learn about the past, present, or future. The TN depends on obscurity of the information the player seeks (see the Science skill group difficulty table, page 122, *Star Trek RPG Player's Guide*). The Narrator could reveal a future encounter, character motivation, or missed clue. This should be stated simply and directly, and take the form of "subject-verb-object," such as "The Romulans will attack us" or "Mudd sells Venus drug." This ability does not provide more specific information. Psychohistory also cannot predict the actions (and consequences) of unfathomable or near-omnipotent beings such as the Q.
- ▷ **ZARANITE SPATIAL SENSE:** Perhaps relating to their brains' ability to process complex information in large quantities, Zaranites naturally experience their environments as a melange of precise sensory data. Instead of focusing on a given sense for input, the Zaranite mind uses each sense to complement the others in determining location, direction, motion, and other properties. Even with their relatively weak sight, Zaranites have a good sense of pressure and mass. This means that, while a typical Zaranite can't read the writing on a wall ten meters away, he's keenly aware of the location and speed of a hostile adversary charging from the side. Zaranites gain a +2 bonus to all sensory tests involving moving objects within sensory range—the change in atmospheric pressure, as well as the motion of magnetic and electrical fields, is acutely noticeable to a Zaranite.

ENCOUNTERS

Up until the 23rd century, Zaranites are a rare sight off their own homeworld. Their trade with the Federation gives them an economic boost that, in turn, leads to technological improvements. Nevertheless, many Zaranites retain an academic aloofness. A Zaranite would sooner propose that a new technology should, according to calculations, be discovered in a certain amount of time, than actually work on researching said new technology. While Zaranites are gregarious by nature, they prefer to build mathematical models and see how those models match up to reality, as opposed to soaring off into the unknown.

Zaranite Scientist

Choosing to leave his homeworld, this Zaranite Scientist works on the Federation's Strategic Planning Council, attempting to predict future threats and devise likely scenarios. He may ponder future Borg invasions, attempt to discern Tholian attack patterns, or devise wargames scenarios involving the Cardassians. In this capacity, he may need transportation to a conference, or visit a starship as a tactical consultant. His abilities and role make him a likely target for enemy assassins.

ADVANCEMENTS: 6

ATTRIBUTES: Agl 8, Int 12*, Per 10*, Prs 5, Str 7, Vit 8

REACTIONS: Quik +2, Savv +2, Stam +1*, Will +3

DEFENSE: 8

HEALTH: 8

COURAGE: 3

SPECIES ABILITIES: Atmosphere Requirement,

BONUS EDGE: Night Vision, **BONUS SKILL:** Physical Science, Light Sensitive, Poor Sight, Psychohistory, Zaranite Spatial Sense

SKILLS: Computer Use +7, Construct (Probes) +1, First Aid +3, Influence +1, Investigate (Deduce) +4,

KNOWLEDGE: Specific World +2, Persuade +3, Repair (Sensors) +2, **SCIENCE:** Physical (Mathematics) +10, **SCIENCE:** Social +2, System Operation (Sensors) +5

EDGES: Night Vision, Thinker

FLAW: None

PROFESSIONAL ABILITIES: Area of Expertise (Physical Science)

654120

28145

159345

184

12287

56415305

581054

231001+

ALIEN SPECIES PROFILE

SPECIES NAME

SPECIES ADJUSTMENTS

000

50+

8754

2391

STRENGTH

AGILITY

INTELLECT

VITALITY

PRESENCE

PERCEPTION

MODIFIER

PICKS

PICKS

ABILITIES

SPECIES ABILITIES

WILL

MAN

TECH

MODS

TOTAL

SPECIES SKILL

FAVORED PROFESSIONS

ALIEN SPECIES PROFILE

858 11394 9129
676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 148

SPECIES NAME

HOME WORLD

NATIVE CLIMATE

ATMOSPHERE REQUIREMENTS

GRAVITY

CULTURAL DEMOGRAPHICS

GOVERNMENT:
POPULATION:
TECHNOLOGY:

LANGUAGES

COMMON NAMES

PHYSIOLOGY

VISUAL PRESENTATION

ALIEN SPECIES PROFILE

SPECIES NAME

SPECIES ADJUSTMENTS

BB

BB+

BB

BB

STRENGTH

AGILITY

INTELLECT

VITALITY

PRESENCE

PERCEPTION

MODIFIER

PICKS

PICKS

ABILITIES

SPECIES ABILITIES

SKILL

STAT

LEVEL

MODS

TOTAL

SPECIES SKILLS

FAVORED PROFESSIONS

ALIEN SPECIES PROFILE

858 11394 9129
876 224 146 937
837 757 767
548 876 223 676
989 555 077 067
343 151 737 146

SPECIES NAME

HOME WORLD

NATIVE CLIMATE

ATMOSPHERE REQUIREMENTS

GRAVITY

CULTURAL DEMOGRAPHICS

GOVERNMENT:
POPULATION:
TECHNOLOGY:

LANGUAGES

COMMON NAMES

PHYSIOLOGY

VISUAL PRESENTATION



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—Picard to Data, *Birthright*

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